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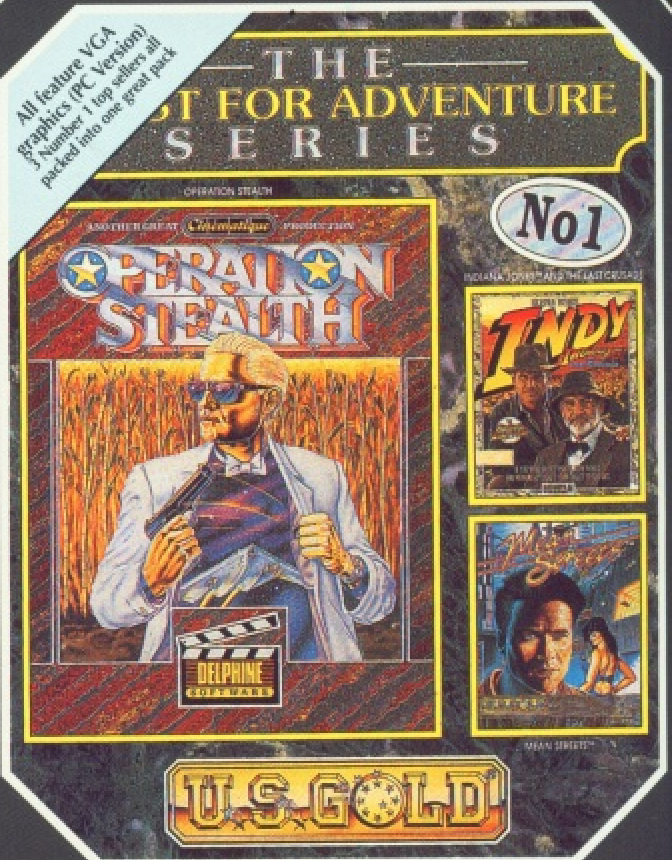


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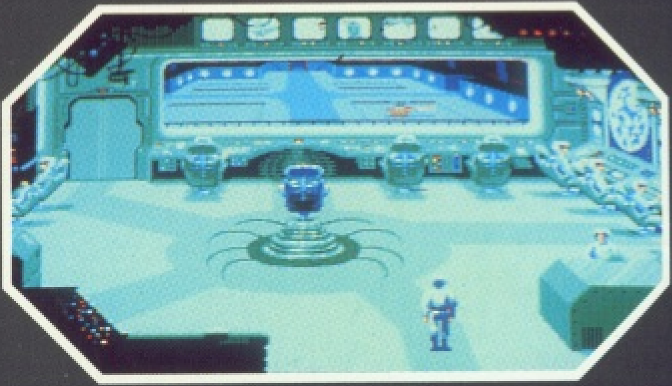
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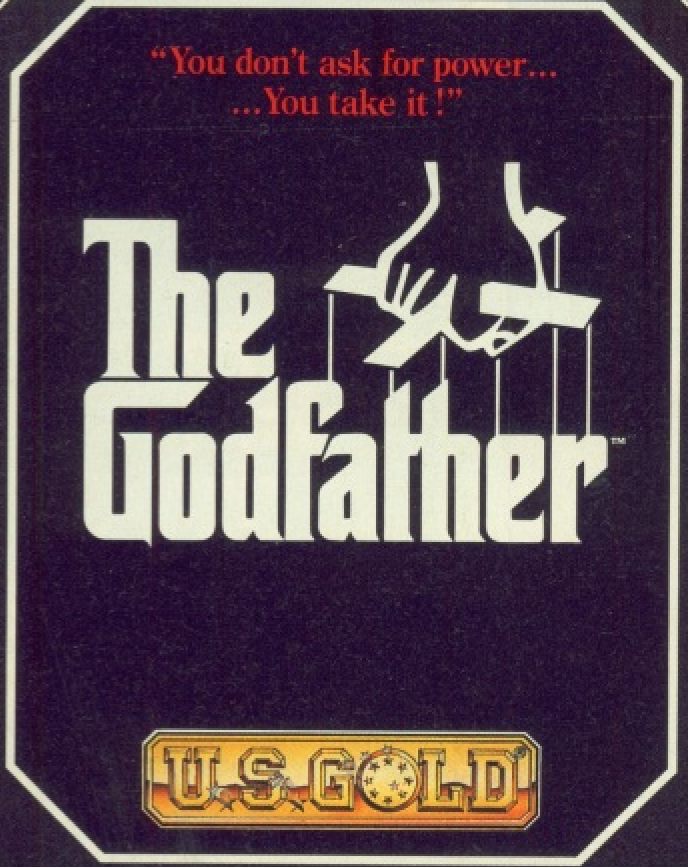
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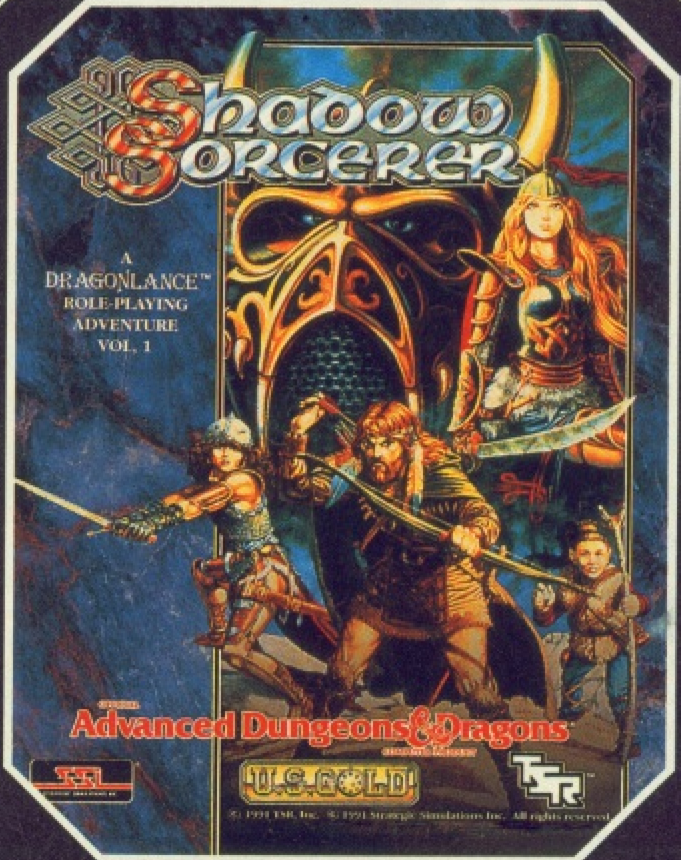
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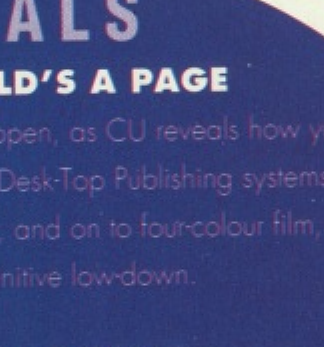
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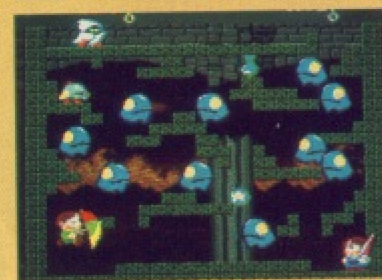
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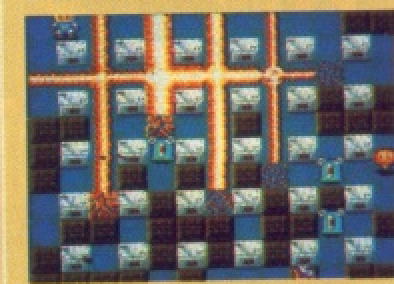
The murky world of DTP is laid wide open, as CU reveals how your Amiga can rival many professional Desk-Top Publishing systems. From word processor to printed page, and on to four-colour film, it's all explained in this definitive low-down.

56 COLOUR ME GOOD

24-bit colour is no longer a graphic artist's dream. Scottish developers, ACS, have unveiled their affordable Harlequin Plus system and CU were there first to see it.







REVIEWS

A quiet but solid month for Screen Scene which boasts reviews of all the best new releases, including the likes of *Parasol Stars*, *Indy Heat*, and *Leisure Suit Larry V*. If you want to sort the wheat from the chaff, this is where to do it.



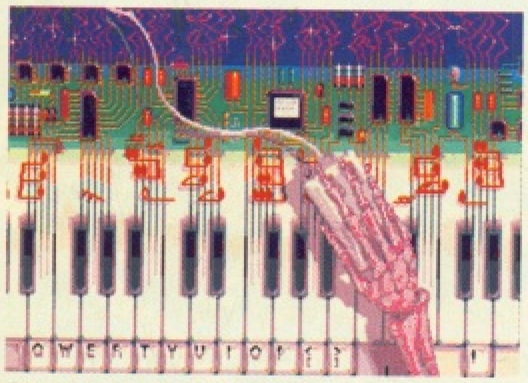
Bub and Bob return in their third adventure. Check out our *Parasol Stars* review on page 42.



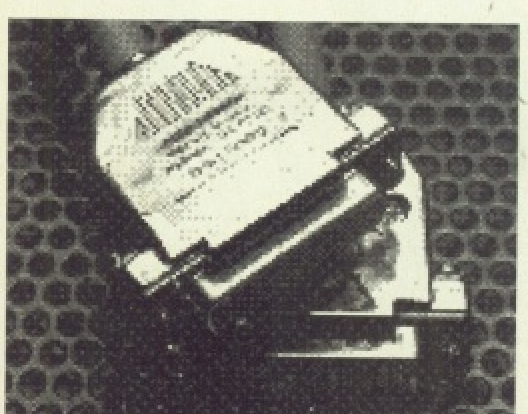
24-bit colour comes to the Amiga in all its technicolour glory. Read our Harlequin Plus review on page 56.



Learn the tricks of the trade in our comprehensive DTP feature on page 24.



Going for a song? Microdeal are back with updates to two of their sampling packages. See page 127.



For under fifty pounds, there's a variety of software and hardware add-ons up for grabs. Turn to page 136.

GAMES

41 Ocean round off the Bub and Bob trilogy in style with *Parasol Stars*, and we were there to cover its arrival in our exclusive review. Is it a worthy follow-up to the classic *Rainbow Islands*? Meanwhile, the RPG front is well-looked after with the likes of EA's *The Black Crypt* and Accolade's *Elvira II* arriving in true style. In addition, other playable slices of lunacy include Gremlin's *Harlequin* with its many platform styles, and UBI Soft's surprise conversion of the PC Engine hit, *DynaBlaster*. But will it bomb?

TECHNICAL

125 LET'S GET FISCAL Are you beleaguered by numbers? Are your accounts represented by a pile of receipts under your second disk drive? If so, this could be your lucky day...

127 SAMPLE YOUR WARES Microdeal weigh in with two updates of popular sampling packages. Are *AMAS II* and *Stereo Master* two sound packages that are going for a song?

130 RUN VT Following our revealing insight into your Amiga's video capabilities, Graham Cohen went to see yet another breakthrough in the available technology.

136 BITS'N'BOBS A new round-up of all those little widgets and utilities that will make using your Amiga so much easier. So, whether your mouse needs replacing or your monitor cleaning up, this is the computer equivalent of a Grattan catalogue – minus the dippy models!

143 SOME DAY MY PRINTS WILL COME Connecting your printer to the Amiga is a major stumbling block and one that inundates Commodore's technical helpline with 'please help' calls. Mat Broomfield guides you through the minefield of DIP switches and printer drivers.

COMPETITION

There's a competition blitz in this month's issue, with **two CDTVs** up for grabs on page 12 and twenty-five copies of *Take 2*, the excellent new animation package from Rombo on page 17. And finally, turn to page 31 to win a copy of ProPage 3, the much-awaited DTP package.

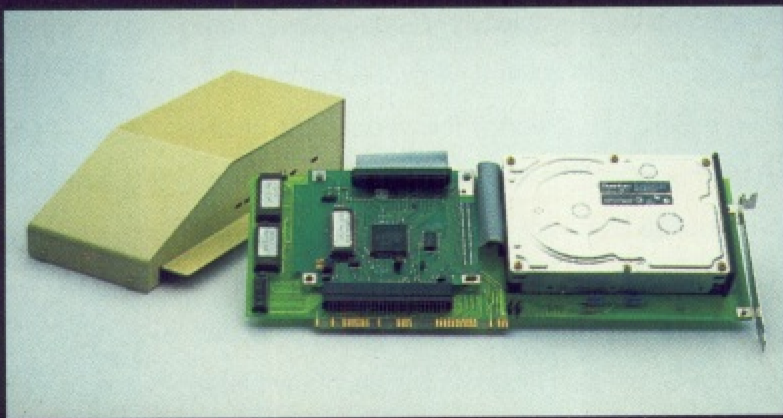
COVERDISKS



Gremlin's Screenstar-awarded platform extravaganza, *Harlequin*, hits our disk in the form of a 1Mb-only playable demo, and is supported by two stages from Thalamus's *Borobodur*. In addition, there's the brilliant *Print Master* utility which will make your text and graphics printing easier, and *Showiz* for the creation of attractive slideshow demos. Finally, to avoid any hassle when scouring your disks, there's *Popdir* which does it at the press of a button.

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First 24-bit Amiga game on the way. . .

Amiga Clinic and CU at the Computer Shopper Show. . .

AMG want you to sample their wares. . .

New graphice tablet from Cherry

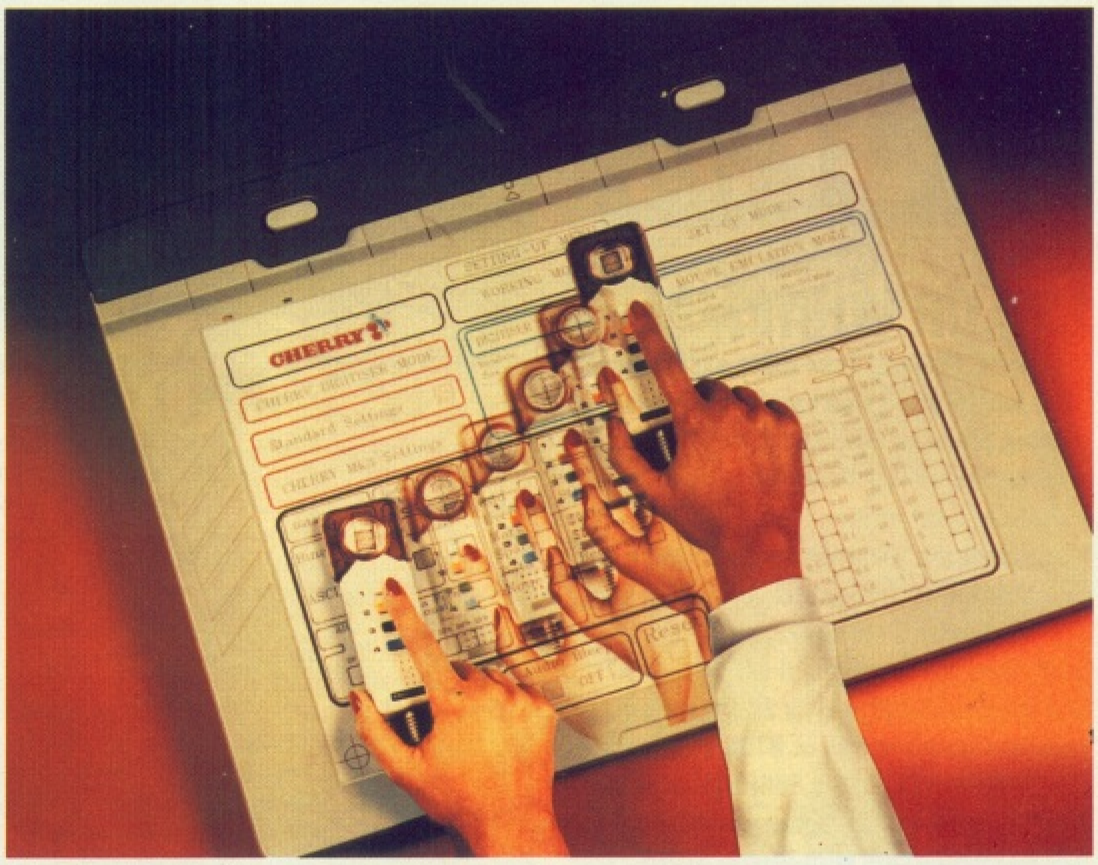
James Pond III makes a splash. . .

Leander makes a comeback

BACK TO BED

A flatbed digitiser/graphics tablet is a good idea if you are heavily involved in graphics. *Digitiser IV* from Cherry is a high resolution A3 flatbed graphics tablet just released to meet the precision requirements of Computer Aided Design, Computer Aided Engineering and Desk-Top Publishing.

Plugging into the Amiga's serial port, the board – complete with stylus and puck – will take the place of your mouse, removing any worries about software incompatibility. Its resolution of .2mm is more than enough for tracing images into *DPaint*. The Cherry tablet is available now from Tekdata on 0728 577677



THIS BEAT IS...

One of the best things about owning an Amiga is the amazing pulse code modulation sound system. This enables near CD-quality samples to be stored and played from your Amiga. Of course, this ability is only useful if you have great samples to play. AMG are a company which produce CDs of nicely-sized snatches of sound for you to sample at home. Their latest release is the *Pascal Gabriel Dance Sample* disc.

The disk is packed with 72 minutes worth of sounds, and amongst the 1000+ samples of orchestral movements, guitars, synths drums and vocals, are 150 RSS samples. These use Philips-developed technology to give stereo samples an extra dimension. Three-dimensional samples appear to be directional and, best of all, they need no additional equipment. Pascal Gabriel has worked with Bomb the Bass, S'Express and New Order. Samples from the disk are also being used by The Pet Shop Boys and Technotronic.

The disk is priced £49 and AMG can be called on 0730 88383

CU AT THE SHOW...

May the 28th to the 31st sees the spring Computer Shopper Show coming to Olympia. Created by the joint forces of EMAP (the company behind CU) and Blenheim, the show covers the Gallery level of Olympia's National Hall. As well as the many Amiga-related companies there, the sponsors are claiming that the 'greatest selection of Amiga products seen will be present under one roof.' And virtually every new product will be available along with several 'in the works' utilities and packages.

One of the key parts of the show will be an EMAP-run Amiga Clinic, where help and advice will be given regarding all aspects of the Amiga by those in the know. We expect to see you there between the 28th and 31st.



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BUZZ

PACKING 'EM IN

Over a year after the last release of *Power Packer Professional* comes version 4.0. Although not substantially faster over the original 3.0 version (previous versions were shareware) it has been tidied up nicely for Workbench 2 and now includes full *Arexx* support which could conceivably be quite useful.



ESP OR WHAT?

In a weird Twilight Zone-style experience, after wrapping up this month's forward-looking piece on 24-bit graphics, we received some late news from Centaur Software, California.

Centaur are planning to distribute a 24-bit card, the *Opalvision* for release in May. The *Opalvision*'s hardware, available in both internal and external versions, will provide broadcast quality 24-bit colour autoconfigured to PAL or NTSC standards. The units will include a 256-level alpha channel genlock and a framegrabber and will be compatable with RGB or S-VHS formats.

The really weird thing is that, apart from the obligatory paint package, they will be including the world's first 24-bit Amiga game, *King of Karate* – spooky, eh?

CAMPAIGN FOR REAL TIME

In the pipeline at **Solid State Leisure** are a 24-bit graphics card and an '040 combo board. The graphics board, which SSL have been working on for some time now, will have some kind of real-time animation capability. At present, only a limited amount of frames can be displayed using buffering techniques and by chaining framestores together (an expensive business). The key to reducing imaging times on the SSL board may be down to custom chippery.

The '040 board, tentatively named 'The Big 40', is in the prototype stage at the moment . Features will include a fast SCSII connector on the A2000 version. Cost is likely to be held down. 'The key to it is a lot of time spent on design. Rather than rush something out just for the sake of being first, we aim to reduce production costs. This saving can then be passed on to the customer', explained SSL's Mark Tewney.

RUMOURMILL

The next Amiga release will have sixteen-bit sound support. The Amiga currently uses 8-bit samples, which, while not bad, are unlikely to upset CD manufacturers. A sixteen-bit sample with a 44kHz sample rate would put the Amiga on the same par as even the best CD players. The evidence behind this rumour is that some sampler software companies have started releasing 16-bit-compatible programs – which can be of no possible use to the present day Amiga.

Also on the cards for the next Amiga release will be an enhanced HAM mode. Using twelve bitplanes instead of six, it will allow a much greater colour resolution without the fringing. Theoretically, this will mean VGA-style colour resolution (256 colours from a palette of 16 million) and no nasty colour fringing. This leaves the way open for a new HAM mode with the same software trick played on this new resolution, a sort of HAM sandwich if you like, to give even greater colour resolution.

Of course, all of these developments are going to mean an even slower operating system. Perhaps **Commodore** may take a gamble and go for **RISC**. Motorola have gone as far as they ever will with the 68040, so Amiga technology will come to a dead end unless they make the jump to a more modern technology. Hot favourite for a replacement processor is Motorola's MC88100 **RISC** processor. This **RISC** (Reduced Instruction Set Component) has full 32-bit architecture and performs each of its 51 instructions in one clock cycle – the speed to succeed.

CODE COSMETICS

On the shelves when you read this will be **Hisoft**'s *Devpack 3*. The *Devpack* series has been leading the way for some time now so this release is really just to confirm its dominant position. Version 3.0 has been given a facelift for the benefit of Workbench 2 and will also be easier to use thanks to new requesters and a more developed modular approach.

ROM SWAP

People buying ROM changers for their Workbench 2 machines may be disappointed to find that not all software will still work. Illegal coding, and even some fairly legal coding, may access some of the DMA chips directly. Since Gary, Agnus and Denise have all changed with the Version2.0 release some of this software may still not work. So, it's still best to check in advance – even with a ROM changer.

TIGER, TIGER, BURNING BRIGHT....

Gremlin are set to update an old 8-bit classic. *Return Of The Tiger* is the Amiga sequel to their popular multi-event beat 'em up, *The Way Of The Tiger* (AKA *TWOTT*!), and once again casts the player as a fighting hero who must participate in a number of events. The original *Tiger* game was seen from the conventional side-on view, with the player using their fists, poles and swords to KO their opponent. However, *Avenger*, the loose sequel to *TWOTT*, was an arcade/adventure played a la *Gauntlet*. When Gremlin have more news, you'll be the first to know.

Also on the Gremlin front, rumours reach us that, following their *Plan 9 From Outer Space* adventure, a second dire movie could be in line for conversion, although no-one at Gremlin would confirm this. Apparently, there are a number of oldie films that they are looking at, including The Creature From The Black Lagoon and King Kong, but as of yet there's nothing concrete. Finally, one definite piece of news is that *Hero Quest* and *Space Quest* are to be followed by another in the series. *Ninja Quest* will be based on the mystical orient, with magic and countless devilish demons to fight. As expected, it will utilise the forced perspective of the first two games, and is pencilled in for a June release.




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BUZZ

TOP JOURNALIST JOINS CU

After months of head hunting and weeks of interviews, CU are pleased to announce the arrival of our new technical Editor, Nick Veitch. The former editor of Amiga Computing knifed his way up the ladder from staff writer in just seven months. After leaving Surrey University, on an engineering degree, Nick worked as a project programmer in Ireland where he created a huge data base for controlling applications for grants. He was also a consultant for the BBC World Service editing Focus On Africa. First hearing of the Amiga whilst at University, Nick remembers hurtling down to London just to leave saliva stains on shop windows. 'It was amazing, I couldn't believe the power.' He says 'It reminded me of how I felt when I first purchased a 1k ZX80. I used to think that little computer could rule the universe. I would construct my own RAM packs and gadgets from old television parts. Techie people are basically mad, always wanting more power and never satisfied with what they've got. I don't regard myself as a techie genius, just a well informed enthusiast, and that's what I think CU's reader's are about. They want to know how to get the best from their machine, how their computer works and ways they can improve it, even if it's just to play better games! That's where I'll come in.' But there must be a down side for all this enthusiasm. 'Yes,' says Nick, 'people yawning at me at parties!'



picture courtesy of FANGORIA! Arthur Gumby or what!

ANIMATE THE EASY WAY

Want to get into animation, but can't draw? The Animation Workshop's range of animated brushes could be the answer for anyone wanting to step into the shoes of Tobias Richter. The concept is nothing new, with RGB Studios, and their *Real Things* series, providing ready-to-use brushes and clip art for a while.

The differences between *The Animation Workshop*`'s package and *Real Things'* offerings are that *TAW* have concentrated on the 'man-made' world, where planes, cars and spaceships rule over sea life, safari animals and humans. Also at the cost of just £9.99 per set, RGB Studios should be on their guard.



The animbrushes are true 3D brushes that happily load into *DPaint III/IV* and other similar packages. The brushes have been rendered in a 3D modelling package and then saved as IFF format files. The first set available features the F-15 Fighter Plane in a variety of strategic poses and performing the standard avionic manoeuvres.

By the time you read this you will also be able to get brushes for the Lotus sportscar and the Thunderbirds range of spacecraft. Although the brushes are copyrighted to *TAW*, users can distribute their work containing the brushes if they acknowledge the source of the brushes as *TAW*. The pack contains one disk crammed with various anims, full documentation, still backgrounds and single frames.

Further information on The Animation Workshop and their products is available from *Goldstar Computers,* the exclusive distributors, on 0942 895320.

ACCLAIM! AS CU BAILS OUT CAP'N BOB!

With the unexpected collapse of Mirrorsoft, we were left rather in the lurch regarding prizes for the Mirrorsoft/CU CDTV Scratchcard competition. However, even though Mirrorsoft are no more, we are ensuring that no-one will come away short-changed. First of all, any of you who won a free game will be receiving your games from Acclaim who snapped up what was left of Mirrorsoft. However, if, due to unfortunate copyright problems, your original choice isn't possible, then alternatives will be made to you. The games are currently being sorted, but please refrain from contacting the CU Amiga offices regarding prize delivery. In addition, Acclaim cannot start releasing the Amiga titles until a few weeks after you will be reading this, so please allow for a slightly longer wait.



As for anyone who sent a cheque for a discounted game, rest assured your cheques have been rerouted to the CU offices and have consequently been destroyed. In addition, all postal orders are being returned. However, rather than have you missing out totally, Mancunian giants, Ocean, have stepped in with a package of games which you can buy at reduced prices. Ocean are offering the platform antics of *Hudson Hawk* and *Elf*, along with the shoot 'em up action of *Terminator II* and *Smash TV*, and the japery of *The Simpsons* and *Wild Wheels*, and these are available to you at the reduced price of £12.99 each. Acclaim will be offering further discounts at a later date. Don't worry about your lack of scratchcard for the Ocean titles, though, just send a cheque made payable to OCEAN SOFTWARE, and address it to:

OCEAN/CU AMIGA DISCOUNT GAMES, 6 CENTRAL STREET, MANCHESTER, M2 5NS



Again, please don't ring the CU offices regarding any problems. The winners of the CDTVs have been contacted, but owing to the inconvenience caused, we have dug into our pockets and come up with two more CDTVs the winners of which have been selected from the thousands of cheques we have received. The names of these lucky winners will be printed in the next issue, so stay tuned for more details. We apologise for any inconvenience or worry that this affair has caused, but many thanks go to both Acclaim and Ocean for stepping in to help so speedily.

BUZZ

FILM '92

Continuing their busy release schedule, Core Design are joining forces with Heimdall creators, 8th Day, to produce a sprawling platform game set in a film studio. Core's Jeremy Smith describes the game as 'a platform game in the style of *Prince Of Persia*, but with more adult cartoon graphics and all the pits, puzzles and platforms that you can handle.' Jerr O'Carroll and partner, Ged Keaveny, have been working on the idea since *Heimdall* was completed and are currently piecing together the game's levels. 'The scenario is all about a kid who gets lost in a film set exhibition,' continues Smith, 'The game's central character falls off a tour bus and is lost in the massive building. As he moves around, he wanders into assorted sets, which will be based on, say, Bogart's movies or a sci-fi epic.' Other ideas being tossed between 8th Day and the Derby-based publisher include the ability to walk behind sets to see the flimsy boards held up by struts. 'The potential for such ideas is massive,' Smith enthuses. It's very early days for the as-yet-unnamed project, but following this it is believed that the eagerly-awaited *Heimdall* sequel will be started. Expect an In Dev very soon.



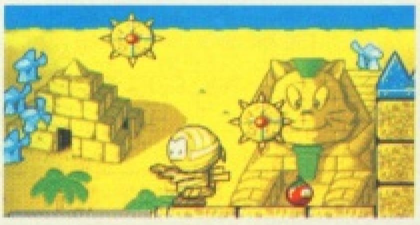
POND LIFE

Fans of Millennium's aquatic agent, James Pond, will be gilled to bits to learn that the Cambridge-based company are currently preparing the third game in the series. Running under the title, *Splash Gordon: Pond Goes To The Moon*, *Pond III* will use the platform-style gameplay of the ultra-successful second game, but Millennium are staying tight-lipped regarding the spy's new abilities: 'let's just say that the Fish Scientists have been very busy', said Millenium's Ian Saunter enigmatically. Apparently, the evil Doctor Maybe is planning to monopolise on the Cheese market and has gone to the moon to stock up, and James must take the first rocket to thwart his plans. Chris Sorrell is once again handling the coding duties, and his long-term partner, Steve Bak, is also busy on a Pond-related game. Bak's game, *James Pond's Underwater Olympics*, is a collation of weird sub-aqua sports, such as belly-flopping, high-diving and the like. Neither game is very advanced at the moment, but are expected to slot into an August/September release date. We'll be fishing about for more news as these two games could be massive – we can fillet in our water...



THE TOMATO GAME

Coming up with a follow-up to those irascible Lemmings is no easy task, so Psygnosis have bypassed humanoid creatures in favour of fruit (no, they're not veg!) – hence *The Tomato Game*. Starring a prime squishy Tom, the player must guide the little red fruit across a series of danger-filled levels.
Contact with absolutely anything reduces the little fellow to ketchup immediately, and with only a few lives in tow reaching the end of the game ain't gonna be easy. There's very little else to say about this odd little number at present as the game is in a very early stage of development, but expect more news soon.



BY HOOK OR CROOK

With Spielburg's update of Peter Pan putting less bums on seats than expected in the States, Ocean's game is starting to resemble a Monkey Island-style affair. Written in-house at Ocean's Manchester offices, from what we can see, *Hook* is an object-related arcade/adventure, with the player wandering from screen to screen in search of Peter's kidnapped kids.
With the film boasting a cast list containing the likes of Dustin Hoffman, Robin Williams, Julia Roberts and Bob Hoskins, expectations for the game are obviously running high. A release date has yet to be given, but expect it to tie in with the film's April/May release date.



LEANDER OF THE PACK

Liverpool-based Psygnosis are set to release a sequel to their popular oriental platformer, *Leander*. Reusing the same sprite as in the first game, *Leander II* will be a larger game, using the same puzzle and platform style found in the the original. Any niggles spotted in the first game will be weeded out, and there's a possibility of adding even deeper puzzle elements. The game is only just off the drawing board, but we imagine that *Leander II* will hit your screens in time for next Christmas.

SCREEN SCENE

Looking rather similar to Silmaril's first entry into the RPG arena, *Crystals Of Arborea*, *Ishar: Legend Of The Fortress* is a massive adventure containing all the usual ingredients. As you and your party battle their way through the game's demonic kingdom, countless Elves, Orcs, and other RPG-associated miscreants stumble in your path. Using a simple icon system, the game is set across over 40,000 screens, with four views of each. Along the way, a number of extra quests will be added to further your rewards. *Ishar* is scheduled for a May release, so stay tuned.

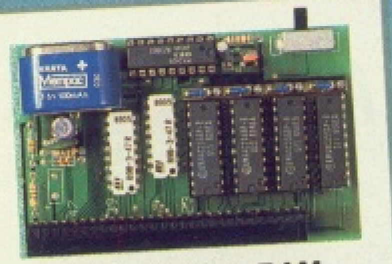




8-BALL POOL

In between spells on the forthcoming *Snooker II*, Archer Maclean is currently working on *8-Ball Pool*, an adaptation of his existing Snooker code. All of *Jimmy White's Snooker's* options will be retained, but the basic game formula will change to incorporate fifteen-ball games and the ability to play with striped, numbered or coloured balls. According to Archer, one of the hardest problems is getting to striped balls to spins and turn realistically, and this is necessitating a great deal of numeric data during the coding. Stripy balls permitting, Virgin should have the game ready for an April release.

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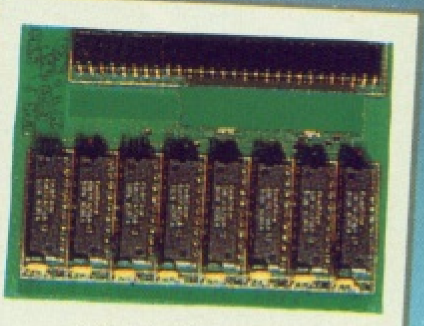
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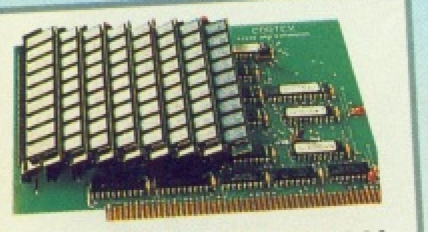
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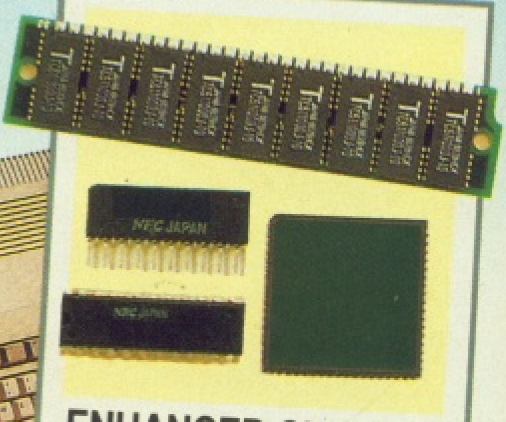
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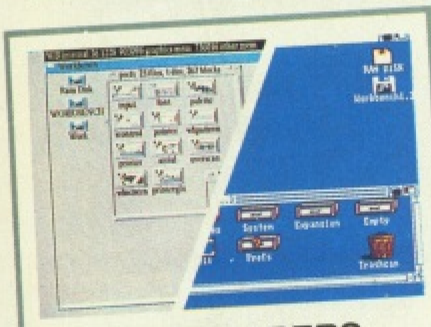
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MegaChip 2000 with Super Agnus (allows 2Mb to be fitted to A500/1500/2000)

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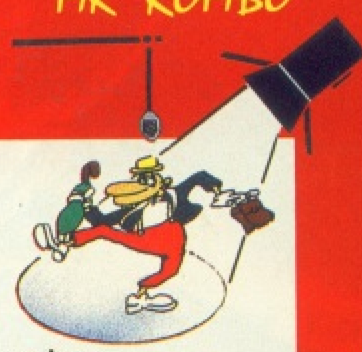


Abandoned Places
A time for heroes
Frozen for centuries deep within the mountains of Kalynthia, twelve adventurers have lain waiting for the return of Bronagh, Prince of Evil.
That time has now come. They must re-unite the people against the forces of darkness and fight to overcome the evil that is Bronagh. . . .
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"Abandoned Places will make Beholder look tiny, Dungeon Master seem like a brief jaunt . . . forget the size, though, and feel the quality because AP has all the trappings of a major title"
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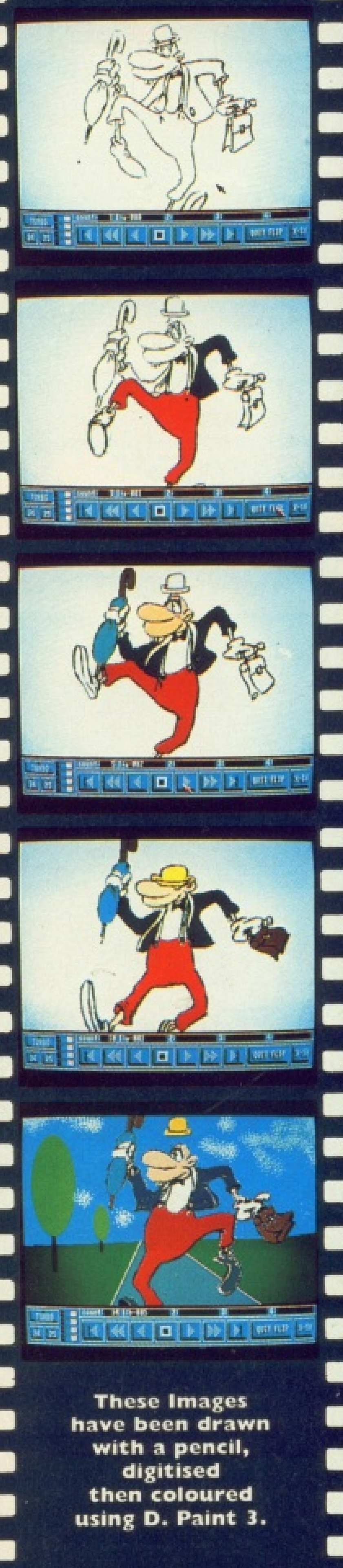
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These Images have been drawn with a pencil, digitised then coloured using D. Paint 3.

APPLICATIONS

- Traditional animation.
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Take 2 is a must for computer artists and enthusiasts of any age. It will cater for both amateur and professional applications. So get the most out of your computer and open up your imagination to **Take 2.**

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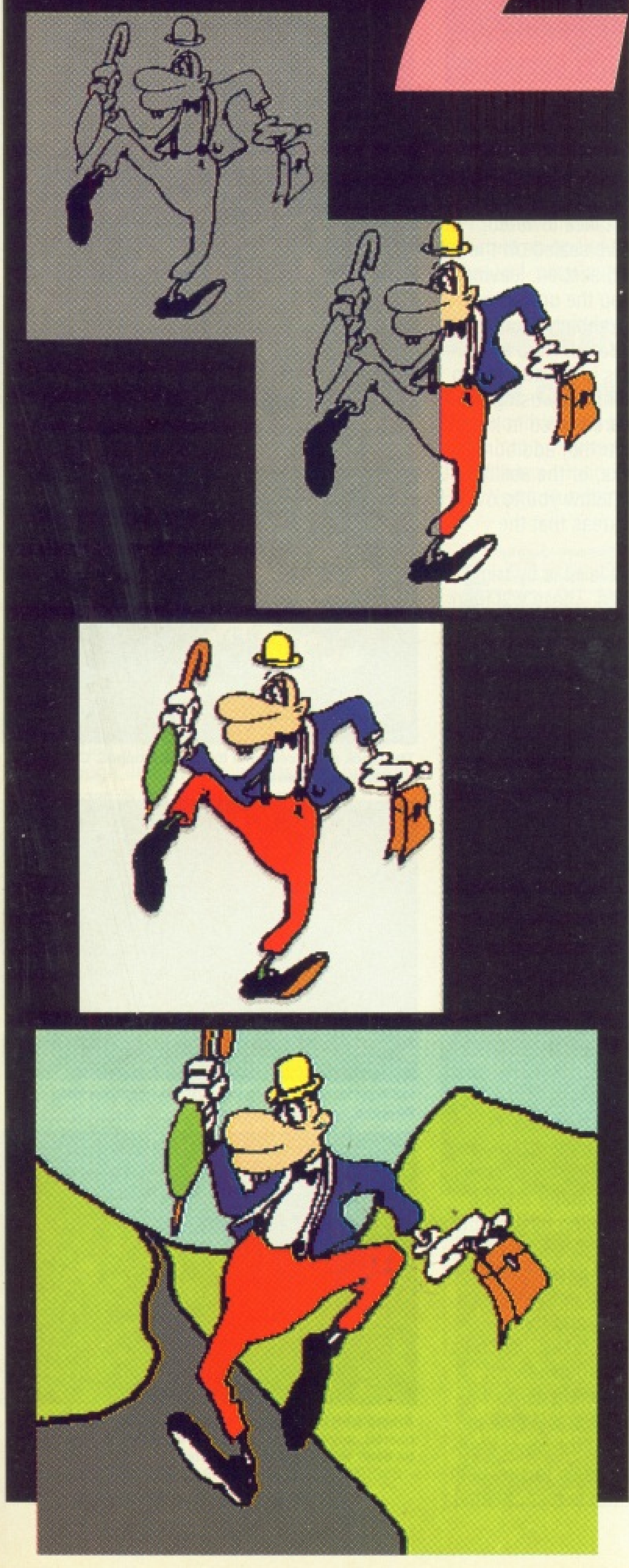
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FOR COMMODORE — AMIGA — (ALL MODELS)

ROMBO

take 20

Yes, 20 copies of Rombo's superb animation package, *Take 2*, are up for grabs. . .



There's twenty times the value in this great CU Amiga competition – twenty lucky winners will each win a copy of *Take 2*!!

Each fabulous copy of this computer art package is worth £99.95, so there's no doubting the value of this prize. . .

This self-contained video sequencer works brilliantly with Vidi Amiga grabs and gives you complete control over testing and polishing your presentations – and it now boasts the following improvements:

- **It both loads and saves anims**
- **Has a screen player to cater for run-time demos**
- **A re-written manual with new tutorial section and icon illustrations**
- **New, improved install procedure to comply with new Commodore standards**
- **The 'Mr Rombo' line-drawn animation, shown here, has now been saved to disk and forms part of a new tutorial.**

All you have to do is to answer the following questions, and you'll find all the answers you need on this page and in last month's CU review on pages 137 and 138.

1 Which option is needed to see real-time full-screen animation?
Is it: A) Flipper, B) Vidi, or C) Flip-X?

2 What caters for run-time demos?
Is it: A) Line tester, B) Screen Player, or C) Mr Rombo?

Answers on a postcard marked Take 2 competition to CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.
Competition closes 26th March.

Not open to employees of EMAP Images or their relatives, or to employees of Rombo or their relatives. The Editor's decision is final. No correspondence will be entered into.

Welcome to CU coverdisks 28 and 29, absolutely jampacked with all kinds of hot utilities and fully-playable demos of the hottest games around.

COVERDISKS
twentyeight twentynine

ON YOUR DISKS

Once again, CU has two value-packed disks awaiting your attention. The first of these contains fully- playable demos of Gremlin's *Harlequin* platform romp and Thalamus' *Borobodur*. Our second disk offers three great utilities designed to make your life easier and save you time, plus a strategy game and our Tune and Picture of the Month winners.

DISK 29

HARLEQUIN

Gremlin's check-suited clown hits CU's coverdisk, with an exclusive level taken from the Screenstar-awarded platformer. The Harlequin has returned from a long journey, only to find his home world desolate with a broken heart. With its resistance lowered, countless evil creatures have sealed off the town's many chambers and section, leaving deadly guard patrols to keep the unwanted inhabitants at bay. Thus, grabbing your joystick, it is up to you to guide our hero as he runs, jumps, and fire-hearts in his attempt to find the level's exit. In addition, by using the Jack-In-The-Boxes which are placed in key locations within the level, further additions, such as protective fireworks, or the ability to transform into a fish – will allow you to overcome the many traps and areas that the invaders have sealed off.

The key to completing a level is by triggering a number of switches. These will then open up new areas or create platforms to bridge previously inaccessible areas of the eight-way-scrolling play area. Our demo features the clock tower level, and your aim is to find the exit which could be anywhere in the sprawling area. This level is particularly choc-a-bloc with energy-sapping creatures who are out to stop your plans of liberation, but a quick blast with your heart-shaped weapon or a pressing engagement with your freshly-collected Space Hopper will put paid to their game. For more info, check out our *Harlequin* review later in the issue.

BOROBODUR

After a few months of inactivity, Thalamus have bounced back with the unusually-titled *Borobodur*, a multi-stage epic with platform and driving sections. Our demo will give you a playable taster of what to expect in the final version, and allows you to explore the game's varied stages. Starting in lush jungle, the game takes the form of a platform game within which the player can wander around the detailed scrolling area, killing nasties and jumping from ledge to ledge. The final version of the game will contain a number of puzzles which must be solved before access to the later stages is granted, and this is complemented by hazardous tasks – such as leaping from ropes to crossing deadly swamps. After a few minutes, the demo will time out and the driving section will load in.

This is quite simply one of the most stunning driving stages you are likely to see, with the road occupying the entire screen. Seated



Gremlin's *Harlequin* scored a massive 91% in this month's Screen Scene, and here's a playable demo just for you!



Platform action comes thick and fast in Gremlin's lastest extravaganza.



The clock at the centre of town has stopped. Can you fix it? We know a man who can...



Let's go fly a kite, up to the farthest heights – Mary Poppins, eat your heart out!



Armed with the power of love (AKA a set of deadly hearts), anything that gets in your Harlequin's way must be dealt with in a flurry of shots.

IF YOUR DISK WON'T LOAD?

28 29

In the unlikely event of your CU disk not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an envelope and address it to: CU DISK RETURNS, PC Wise Merthyr Industrial Park, Pentreebach, Mid Glamorgan . CF48 4DR
They will then test the disk and send a replacement as soon as possible. Ring the PC Wise Helpline for any urgent problems. It's open between 10:30 and 12:30 during weekdays and can be reached on: (0443) 693233. Whilst CU Amiga makes every effort to check cover disks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.







Thalamus' *Borobodur* might not exactly trip off the tongue, but it's a blockbuster of a game, nonetheless.

within your futuristic vehicle, you are given a set time-limit within which to reach a predetermined target. All manner of delaying hazards attempt to block your path, but your car is armed with a powerful gun to blast a path through. In addition, as speed is built up and the road starts to dip and sway, the higher ridges can be flown over at great speed to save time – but not necessarily your suspension. You are given one crack at this and then the game will time out again. Any further attempts means reloading the disk, but this is due to memory restrictions the disk imposed.

DISK MASTER

Yes, we know this should have been on last month's disk but because of a last-minute foul up it got left off. Apologies for any confusion, though, and the whippersnapper responsible has been locked away in a darkened room with only a copy of *Willy Beamish* and a single drive to keep them amused.

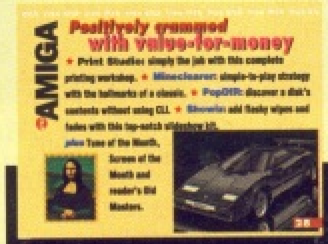
Copying individual files and displaying pics whilst sifting through loose disks can be an annoying and time-consuming process – but no longer. *Disk Master* supports two drives and provides virtually every utility a disk user could possibly need. By selecting your required option from the long list in the centre of the screen, files can be copied, displayed, viewed or whatever - all at the click of a mousebutton. The utility can also format disks and allow the user to check for viruses and verify disks with it. Unfortunately, though, our version doesn't allow you to use the print facility.

The version we have supplied is the most up-to-date version (3.2), and is widely regarded as one of the best disk utilities released – what's more, it's yours free!

DISK 28

TUNE OF THE MONTH

This month's tune builds from quiet beginnings into an up-tempo tribute to the likes of Jan Hammer. It comes from Kyrim Verbist, Hull, North Humberside.



SCREEN OF THE MONTH

This month's screen has been designed by John Cung of Charlton, London. His superb depiction of a Lamborghini demonstrates that a picture doesn't have to be bursting with colour to have a lot of atmosphere. John's used the high resolution mode to good effect, creating some very smooth lines and fine detail.

POPDIR

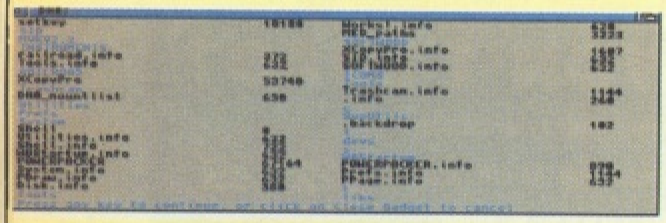
This nifty little utility displays the contents of any disk or directory at the click of a mouse button. Once loaded, you'll be presented with a small pink and cyan-coloured icon in the top left-hand corner of the screen which can be opened to reveal the full utility.

A list of devices will appear ranging from DF0: to C:, which represents the preset devices from where you can call directory information. By clicking in the small window above, any device or path name can be



LOADING YOUR DISKS

Simply insert the disks into your Amiga's internal drive and they will boot automatically. On loading, each disk will reveal a menu which details the contents of the disk. Simply press the function key relevant to the package you wish to use and it will load. If it fails to do so, turn the machine off for fifteen seconds before rebooting the disk. In addition, remove any external cartridges, drives and printers if any further problems occur.



entered. Having selected a device, click on DIR and the utility will list the files in that directory. Also, if you click on IRQ Check, *PopDIR* will check the specified directory for the IRQ virus.

If you want to exit *PopDIR* temporarily, click the mouse button when the cursor is away from the *PopDIR* window and it'll revert to its former iconised size. *PopDIR* is particularly useful when used with Workbench and you are advised to copy it to any disks that you regularly use.

SHOWIZ

This fantastic program is a slideshow maker's dream. It offers twenty-three impressive wipes, flips, fades and other effects. To see it in action, Press F6 whereupon it will display several of the pictures from our Great Masters compo.

To use *Showiz* to its fullest, run it from CLI where you can take control of the pictures it displays by creating a script file. Regular readers will be familiar with scripts from our startup-sequence articles, but if you're not familiar with script files, it's a series of commands entered on a text editor or word processor, and saved as a standard text file. This file can then be called from CLI where the commands are executed in order.

SHOWIZ PARAMETERS:

Showiz offers two optional parameters when displaying a picture: time and mode. Time is given in seconds and represents the length that a picture is displayed before the screen clears. The time command is preceded by a plus (+) character, so to tell Showiz to display a picture for thirteen seconds type +13.

The mode parameter allows you to specify how a picture will be brought on to the screen. The mode command consists of a single letter and is preceded by a hyphen (-). Thus, the following command '-l' tells *Showiz* to display a screen from left to right. Every letter of the alphabet except 'n', 'y' and 'z' can be used to create different effects. For a complete list, read the documents supplied with the program.

Loading a screen is simplicity itself, and a command you could use may be: SYS/SHOWIZ +5 -f SYS/EL.GRECO. This will load *Showiz* from the sys directory and tells it that the following screen is to be displayed for five seconds. The screen will be displayed using mode 'f' (fade in from black), and the screen to be loaded is called EL.GRECO and can be found in the sys directory.

If several screens are to be loaded, you can either replace the specific file name of your picture with the name of your pictures directory (in which case *Showiz* will simply load every picture in that directory) or use an abbreviated command syntax – ie: SHOWIZ +5 -g picture1 +3 picture2 -f picture3 +10 -x picture4. You'll notice that the actual Showiz command is only called once, and that the optional parameters do not have to be changed whenever one of the screens (picture1 to picture4) is loaded.

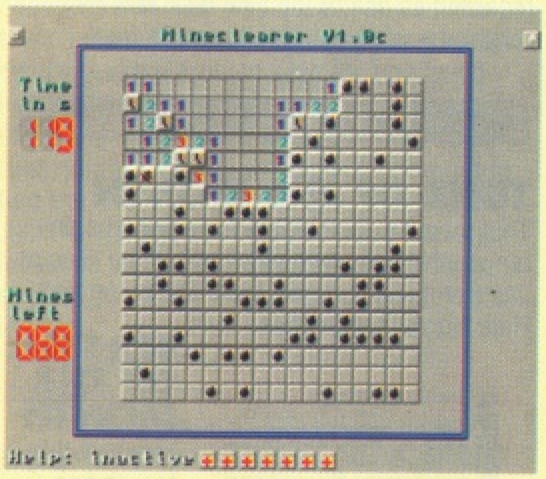
You'll find complete documents telling you how to use this excellent program on the coverdisk.

MINECLEARER

Here's a simple but addictive strategy game for anyone who likes to exercise their mind as well as their trigger finger. *Mineclearer* casts you as a captain on a minesweeper trying to navigate safe passage through mine-filled waters. Unfortunately, your radar is acting up and can't locate the mines – unless you are right next to one, that is!

The game is played on a chequered board, and each of the squares represents the possible location of a mine. The total number of mines to be found is indicated under 'Mines left', along with a mission timer.

If you click on any square using the left



mouse button, one of three things may happen: you hit a mine and blow up – effectively, 'Game Over'; you land on a safe square, whereupon the adjacent squares will reveal their contents; or you select a square which is adjacent to one or more mines, in which case the number of mines will be shown by a single digit .

The key to locating the mines is to use the information regarding adjacent mines. When you think you know where a mine is, use the right mouse button to place a marker. When all of the squares have been cleared or marked, your mission is complete. *Mineclearer* has three difficulty levels, and the number of mines and boardsize can also be customised. Further documentation is on the disk and accessed via *Print Studio*.

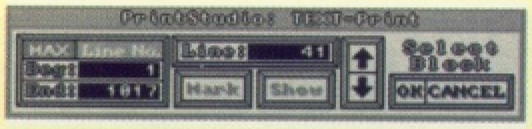
PRINT STUDIO

Print Studio is a fantastic multi-purpose printing program which can handle graphics and text with ease, making it the essential accessory for your printer. When the program has loaded, you'll be presented with the main window which contains eight options: Grey, Brown, ILBM, Screen, Text, Preferences, About and Iconify.

The two most important options are ILBM, which allows you to print whole or partial screens, and Text which allows you to do the same with any text files. When you first select ILBM, a file requester will appear allowing you to load any screen ready for printing. Click 'Load' to read it from the disk.

GRAPHICS: Once the screen has loaded, you'll find yourself at the ILBM-Print menu from where the various printing and palette options can be selected. If you click on 'Whole Picture', followed by 'Print', the currently displayed screen will be printed in its entirety. However, if you choose 'Select Part' you'll be taken to another menu.

When printing part of an IFF screen, you must specify a rectangle containing the area to be printed. To do this, select 'Set Edge'



and the menu will disappear, to be replaced by a bright orange cursor. Move the cursor to a corner of the rectangle you want to define and click the left mouse button once. If you now move the mouse, you'll notice a rectanglel appear which grows as the mouse is moved. Once the rectangle encompasses the area you want to print, press the left button and the rectangle will be fixed, and you'll be returned to the menu.

You'll notice a cluster of eight arrows surrounding a plus (+) or minus (-) symbol which can be used to resize the newly-defined rectangle. For more precise control, though, you can type in the exact size and position of the rectangle in the windows labelled 'Pos' and 'Size '.

Once you've defined the area to be printed, select 'OK' to return to the previous menu, where clicking on 'Print' will output your image to the printer. Once you've finished, click on 'Return' to go back to the main menu.

PREFERENCES: If the program is not already configured for use, you can reconfigure it using the ' Preferences' option, or you can load the whole program via your Workbench where it will automatically use the preferences already specified.

TEXT: *Print Studio*'s second main feature, is its text printing options which are accessed by selecting 'Text' from the main menu. Yet again, you'll be given the chance to load a file for printing before continuing. Select 'Whole Text' and 'Print' to output the entire file to the printer, alternately choose 'Select Block' to outline a particular part to be printed. Using this option, you can indicate the start and end lines of any text to be printed. The simplest way to do this is to type in the beginning and end line numbers in the two windows labelled 'Beg' and 'End'. Once you've done that, click 'OK' to return to the previous menu, followed by 'Print' to output the text to your printer.

IMPORTANT! Whilst every attempt is made to ensure that the contents of the coverdisks match the details given on the labels and in the magazine, we cannot be held responsible for any last-minute changes. In addition, although our disks are also checked thoroughly for viruses, we cannot be responsible for any damage caused by the contents of the disk. If you have problems regarding your disks, please DON'T call the CU Office as there's very little we can do. Instead, ring PC Wise using the number listed in the WONT LOAD? panel. Thank you.

all the world's a

The world of publishing is now opening up to more and more people as vast tracts of software are produced for those who like to do it on their desk-top. For around £50, you can join this revolution. This unique CU Amiga guide to DTP will give you the background information you need to succeed...



1 SO WHAT'S IN IT FOR ME?

In the beginning there was the word. But the word wasn't very convenient – not unless it was written down, anyway. Thus, Moses trod up the mountain and verily while he was up there did he create something special. Using the only widely available lap-top (a stone tablet) and an early version of *Ventura Publisher* (a chisel) he produced possibly the first limited edition special interest freesheet.

You see, Desk-Top Publishing (or DTP as the Three Letter Acronymists like to call it) has been around for ages. Publishing, according to the dictionary is 'the act of giving out copies of a book, etc. to the public'. Presumably, then, Desk-Top Publishing is the act of distributing written material from your desk-top. This adds a slant: sending Christmas cards or party invitations is Desk-Top Publishing – in fact, anything that starts on your desk and ends up on someone else's is Desk-Top Publishing. The only hardware requirement is a desk.

2 WHY BOTHER WITH COMPUTERS THEN?

For one thing, it takes ages to write out something the length of this article by hand. Even the slowest computer and printer combination could beat any human for sheer speed. You could make a stencil and hand ink each copy, and that would probably be quicker than most home printers, but then we come to the second reason why computers are better suited to this task - accuracy. If you were to print out a file via a computer it is going to look the same every time you print it out.

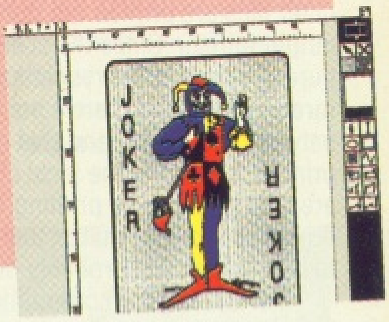
This proficiency doesn't stop at simple reproductive accuracy – you could always draw something and use a photocopier, but

's a page

PROFESSIONAL DRAW 2.0 Possibly the most widely-used structured art package on the Amiga is *Professional Draw*. Original versions were quite slow, but version 2.0 achieved a several hundred percent speed-up. All the basic tools for charting and drawing are provided, with the added bonus that you can scale the screen to any size to check the integrity of your lines at any size.

Excellent blending and fill modes enable you to construct seemingly complicated shading effects at the click of the mouse. As well as creating lines, polygons and fills, *Prodraw* can use Compugraphic fonts like those supplied with *Propage*. The type can even be converted to structured format so that you can perform all sorts of dangerous effects on it.

You can rest assured that the



ART DEPARTMENT If you're dealing with a lot of alien files from less polite machines, such as the Mac or IBM, you're in for some serious hassle. Unless you have *Art Department Professional* from ASDG that is. With *Arexx* support and a profusion of different loaders for the gaggle of graphics formats, this is an excellent package for those dealing with artwork on a regular basis.

Not only does *ADPro* load and save a great many MSDOS and Mac formats, but it can also convert Amiga files to different internal resolutions and display modes.

Arexx support means that you can set up a batch of files to be done in one go – 'the sausage machine effect.' The latest version (2.0) features industry-standard JPEG compression utilities that will compact images 80 times more efficiently than an IFF with a barely perceptible loss of integrity. The supplied 2.0 Version will automatically update existing loaders and savers. New support is also provided for a host of 24-bit graphics cards. Look out for a full review next issue.



One of these shots occupies 80k, the other takes up 600k – can you tell the difference?



you still wouldn't achieve the digital precision behind every dot that a computer does. Okay, so there's the speed and accuracy, but we're not done yet. Even if you could fit an old hot metal press on your desk (not to mention all the blokes in flat caps and their official union representatives) and were happy with the setup time, there is still one important factor for using a computer.

Imagine the scene: it's the old days when the world was black and white and newspapers still lived in Fleet Street. Through the sepia-tinged darkness, a young hack rushes to the printing room. Pausing only to remove his official press hat he bursts in and cries: 'Hold the front page!'. Then comes the reply from the floor: 'Oh bugger.'

It's not only a matter of how long it takes to set up something to be printed, it also comes down to how long it takes to change things. A computer can load text changes hundreds of times faster than an experienced typographer could set them – even assuming it took him no time at all to find them.

The Amiga: It's fast and accurate, it's incredibly flexible and it's your plastic pal who's fun to be with. So what does being an incredible DTP system entail then?

3 THE WORD

Usually, the reasoning behind any piece of publishing is to inform and entertain. This mission can be achieved by any number of means, but the majority involve words, and it is only natural we should start our journey into the arcane world of publishing with them. People vaguely familiar with the Amiga will have come across fonts, and you may have experimented with different styles using an art package, such as *DPaint*. The choice of fonts is probably the most important decision you can make for your document. The style of the font should suit the words you are trying to communicate – it would be a bit bizarre choosing a decorative font like the Workbench's sapphire for the main text in an article like this.

In DTP, fonts can be divided into two types: bitmap and structured.

A bitmap font is the one you are most familiar with. All of the fonts supplied with WB1.3 and some of those with WB2 are bitmap fonts. Essentially, this means that each character is made up of pixels arranged on a grid. The computer just looks up the pattern and dumps it to the video chip.

Bitmap fonts are good, but if you've ever tried enlarging some bitmap text in *Dpaint* you'll soon see that you get a severe case of the jaggies – the rectangles that make up the characters are enlarged and they get further away from approximating a continuous line. Even at relatively small sizes the fonts which look okay on the screen will appear too blocky on a printed page.

4 DOING IT TO SCALE

Why doesn't your handwriting look blocky? Because you are really drawing it. You aren't looking up a table and spotting the page in some pointillistic ritual, but drawing lines and curves. So, that's what the computer does too.

Postscript fonts are basically drawings. They are not completed pictures, but instructions on how to draw the characters. In this way, the actual physical limits of resolution are set not by the computer but by the final output device (of which, more later). The beauty of this system is that the fonts are size independent. The output can be one inch or a mile high and it will still be as geometrically perfect as the day it was draughted.

That doesn't mean that DTP systems only use scalable fonts. You can use bitmap fonts up to output stage, but even on a very primitive dot-matrix printer you will notice the difference. However, since the screen is a bitmapped display the DTP system will have to make bitmap equivalents of the fonts. Most systems do this automatically. Since postscript fonts are a world-wide standard there are more available than you'll ever need. It shouldn't be too hard finding one to fit your needs.

5 EASY ARTWORK

Words are one thing, but if your document consists of just text, half your readers would be asleep before they got past the first page. The words may keep your brain active but your eyes will soon tire, and the panacea for the problem is art.

Artwork makes (or should make) a page interesting enough to look at even if the subject matter is dull. Einstein would have had more luck if he'd published his relativity theory as a comic. There is a problem, though. Say you have a nice picture of something ➤

all the world's a page

sexy like a Kawasaki GPz550: how do you incorporate that into your DTP document? Well, you could digitise it or scan it into the Amiga, but that would involve a loss of resolution and colour information.

Most of the pictures you see in magazines are scanned, but at the stage where the computer files are printed out onto film at the output bureau. Since the scanner at the bureau works at the resolution of the film (around 1200dpi) there's not much difference between the quality and that of your average print processed at the local chemist. If you are only going to be printing out on your home laser or dot-matrix then the quality of a hand-scanner will probably be good enough.

Fortunately for computing types, artwork is easily available. Most people have a copy of *DPaint* (which was bundled with their Amiga) to draw their own and it all comes in a nice easy-to-use format: computer files.

6 ALTERED IMAGES

Unfortunately, it rarely happens that a picture arrives tailor-made for DTP, and normally there's a lesser or greater degree of fiddling to be done. You may have to adjust the colour balance or the contrast or the brightness. Things can get more complicated, though – perhaps the picture is out of aspect – squashed either horizontally or vertically as well as being completely in shades of green when you want grey. It can get a little tricky loading the picture into *DPaint* and fiddling with the palette, but the likes of *Pixmate* and *The Art Department* can be of use.

Of course, just as you can use these packages to save artwork, you can use them to muck it up too. You could take a nice colour picture of the Prime Minister and convert it to greyshades – that's not a particularly good example, though. Or you can artificially blur pictures, convert them to line art, posterise them (the effect Andy Warhol was famous for) or generally mutilate them.

7 STRUCTURED ART

In the same way that there are structured fonts, you can also get structured art. This is approached in exactly the same way, and instead of the image being stored as a large look-up table of colours it is stored as a sequential list of drawing instructions.

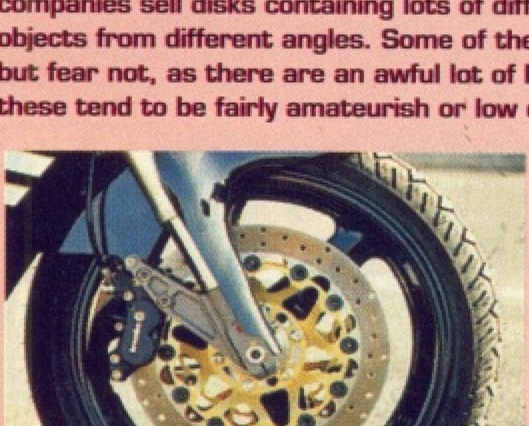
Once again, as these files are instructions rather than images they have no specific resolution, you can print them at any size using the highest resolution of your output device. The same is almost true of colour resolution, depending on which package you use. Although structured art is obviously a lot more accurate for output, it is not very good when it comes to interpreting real-life. Just as ten different artists would produce ten very individual paintings of an object – drawing reality is down to interpretation. Also, real-life has a very nasty habit of being inconsistent. There are very few solid colours in nature, and most surfaces reflect a kind of porridge of different colours around one base. Since each of these colours would have to be a separately drawn element in the picture, a highly accurate rendition would be unfeasible. Paradoxically, the greater the accuracy with which a structured art program tried to interpret a bitmap, the more of the bitmaps faults are going to be emulated. Structured art is most useful for charts, diagrams and illustration where realistic accuracy is not required.

8 FORMAT FOOLISHNESS

Nobody's perfect. Some intellectually challenged people own Macs or IBMs in preference to the Amiga. Sad as this may be, it does leave the more discerning DTP user with a bit of a problem. Artwork may come across on different formats, and even if you transfer this artwork from another computer, the files themselves are organised in a different way: PCX,IMG,TIFF,TIF and GIF, for instance.

This can be very annoying as there are many fine examples of PD clip-art for these machines, but you can't use them in their raw form. There are several programs that will transfer these dodgy formats across. *The Art Department* has loaders for many of the formats and Soft-Logik's *Pagestream* DTP system will load in some of the multitude of foreign formats.

SHOWING YOUR WARES **If you don't have a scanner or digitiser of your own then you can avail yourself of the vast amount of clip-art available. Many companies sell disks containing lots of different images or collections of various objects from different angles. Some of these collections can cost a lot of money, but fear not, as there are an awful lot of Public Domain images. Unfortunately, these tend to be fairly amateurish or low quality.**



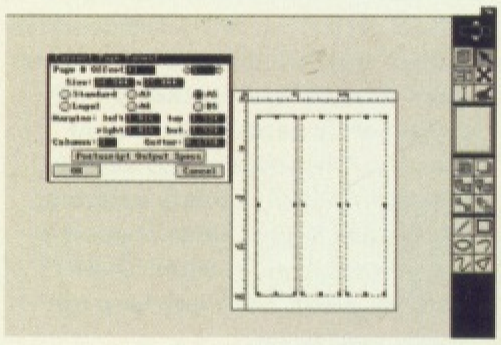
One of your best bets is buying shareware. These images are not Public Domain, and you are expected to register with a small donation. It still works out a lot cheaper than buying from some megacorp, though.

One of the best practitioners of Pictureware is Nick Williams. Using professional equipment he has digitised hundreds of useful images, all well lit and of sufficient quality to grace the pages of many a famous

The ABC of DTP

A) Actually Doing It

step-by-step: we follow the process of making a page

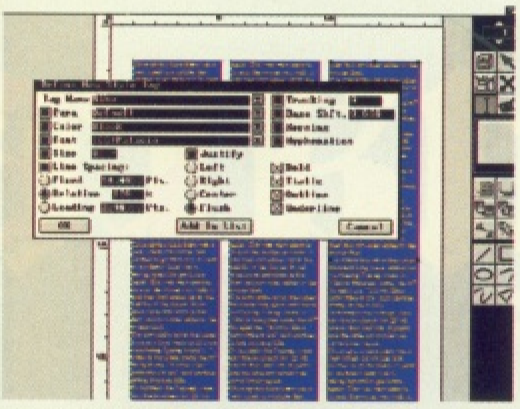


step 1

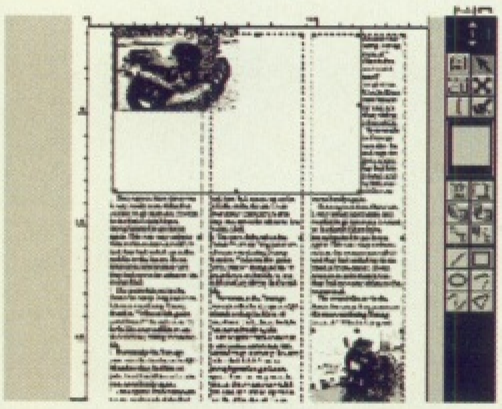
Before you start, there are a few decisions to be made. If you are producing a regular news sheet, there must be consistency between one edition and the next. This will involve using the same margins around the page, the same same column widths, the same gutter (the space that goes between the columns) and most DTP systems will allow you to set up these bare bones of a page and save it as a template. Each subsequent page can then be constructed from these pages.

step 2

The same thing applies to copy. Although not all the text in your document is going to be the same size, or even the same typeface, they do form 'groups.' All the body text (the bulk of the type that appears in columns), for example, must be the same from page to page and from issue to issue. You can even have a con-



sistent style in headline, subheads and captions. The way to do this is to define style tags. There should be several available for each document. This makes things a lot easier when you import the text into your DTP package in the first place. Simply apply the style tag and you can immediately tell how much room the text is going to take up on the page.



step 3

Decide where your pictures are to go and leave some space aside by creating a box. It can save a lot of time if you make sure the dimensions of the box are roughly in the right ratio for the picture. Although it is possible to stretch pictures to fit a particular box it is not usually advisable over certain limits. It soon becomes apparent that there is something wrong, particularly if the graphic image is of an everyday object.



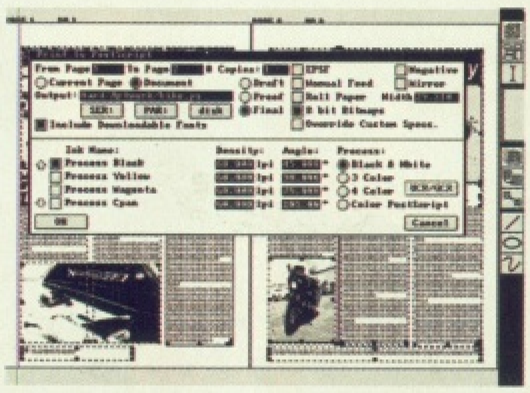
step 4

When the box is in place, set the runaround option and the text will automatically be pushed out of that area. The 'stand-off' distance, the amount of space to be left between the edge of the box and the text, can be set manually. If the box is set against a gutter, it can be useful to set the standoff to the same size as the gutter width to give a uniform margin.



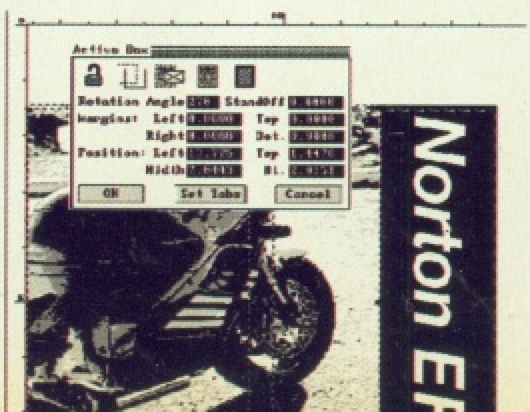
step 5

Precise alignment is important when it comes to things like dropcaps. If the large letter doesn't line up top and bottom with the body text there can be some unsightly gaps. The human eye is subconsciously very adept at spotting things which are even minutely out of place – think of all the arguments over whether a picture hanging on the wall is straight or not. DTP packages don't come with spirit levels but the grid is the next best thing. Alignment tools will also place boxes (though not necessarily their contents) in the same horizontal or vertical axis.



step 6

Care must be taken when outputting your final piece of work. Even when using a dot-matrix printer it is worthwhile checking that everything is set up correctly – it can take a very long time to print out a single page – so make sure that the page dimensions are correct and that the density settings are okay for the printer you are using. If you are printing to disk for later output by a bureau or printer on another system, checking the setup is even more important. When producing films for colour work it is essential to include crop marks, otherwise it will be very difficult to line up the film when it comes to printing.



step 7

For an alternative to more traditional straight horizontals you might like to try putting headlines vertically instead of horizontally. Headlines can be as much a graphic feature of a piece of work as pictures, so it is worthwhile spending time to make them visually interesting as well as informative. This example is quite simple to do. The text has been reversed out (white text with a black background) and then rotated through 270 degrees. It is still eminently legible, but don't try setting all your text like this.



step 8

Continuing the theme of diverse ways of approaching your subject, how about this? The layout is basically a vehicle for conveying information to the reader, but we'd all much rather travel in style. Think about the message you are trying to get across. There are as many ways of designing a page as there are ways of writing the text, but not all of them will be appropriate. Presumably the writer has done his bit with investing the text with some sort of style, the designer should do the same. Look, learn and practise.

SCAN THE MAN A scanner is an optomechanical device which usually connects to the serial port of your Amiga. A scanning head will traverse your image and transmit it to the host machine where the data will be rendered as a bitmap.

Scanners, like everything in this feature so far, can be divided into two areas. First, there are flatbed scanners. Silica Shop have the excellent JX-100. This little A6-sized unit is very convenient for scanning in colour prints, such as those you would get back from the chemists.

Most scanners support a range of resolutions. The JX-100 goes up to 200 dpi in full 18-bit colour. But if your output device is only 150, you'll still be okay. With most scanners, though, you can choose lower resolutions or less colours to save memory.

Usually cheaper, and with lower specifications, a hand scanner eliminates all the wiring and motors required to traverse the head over the image by operating on hand power. Small wheels next to the scanning head monitor the speed at ➤


Knightmare
"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"
I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.
Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.
Tony Crowther's amazing re-creation has everything.
Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.
'Knightmare' is a sophisticated role-playing adventure where you are challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.
Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkably horrible FrightKnight.
Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.
But you have all those things, don't you...?
CAPTIVE GAME SYSTEM
BROADSWORD
Available for Amiga & Atari ST
Knightmare is copyright Anglia Television and Broadsword Television.
Game copyright 1991 Mindscape International Limited.
Captive Copyright 1990, 1991 Mindscape International Limited, all rights reserved.
Written by Tony Crowther.
MINDSCAPE
ANGLIA
Television Limited
For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG Tel: 0444 831 761



The ABC of DTP

B) Getting started

Doing it yourself: the golden rules of successful design

FIRST OF ALL REMEMBER...

Design is hard – really hard. At least, that's what designers would have you believe. But is it really? Well, at the risk of sounding a bit like a liberal democrat, yes and no.

Essentially, DTP design is like any art form. To be really good at it requires some kind of talent, but to be vaguely competent requires practice. To attempt it requires neither. Nobody can say they have no knowledge of design. We are surrounded by it in our everyday lives: posters, advertising, newspapers, signs, carrier bags, letterheads, and logos. Just as you pick up an accent from those around you, so some sense of style and layout will permeate from your surroundings. This can be demonstrated by the differences in design around the world.



The first golden rule of design is that there are no golden rules. There is no leather-bound tome to tell you exactly how to do things. There are guidelines, but they are just that – for the guidance of the wise and the obedience of the foolish.

Generally speaking, straight lines are good. If you have several objects at the bottom of a page, for example, it is a good idea to have them all starting from a common vertical base. Almost all DTP packages have tools which will line things up nice and neat. Even a truly talentless person can manage a reasonable looking layout just by practise and mastering the basic conventions – a mechanical layout, but a passable one, nevertheless.

rule 1

If you've ever read a bike guide, then this style should be immediately recognisable (*below left*). Most of these magazines started out as small hobbyist mags in someone's back bedroom and a lot of them have stayed there.

This doesn't mean they aren't well produced; but they nurture a cult image and they do it very well. This is reflected in the design by the attention to text. It fills every crevice and corner. Even though picture quality is generally good, the images themselves don't often form a central element of design but are used here and there to break up large pieces of text.

rule 2

Towards the other end of the spectrum are the 'overproduced' glossy populist magazines. Cover design like this (*below*) can be quite tricky, but the idea is to visually interest and attract the passing reader. Unfortunately, it is possible to overdo it a bit and put them off.

On a cover like this, there are lots of elements competing for attention but they are all fairly well-behaved. This is partly achieved by regulating the strips down the right-hand side and across the top. Also, although the pictures on the cover will be colourful, the non-picture elements all follow a uniform. In this case Process Red with the occasional spot of Process Yellow text.





rule 3

The tabloid newspaper is easier to deal with than a magazine cover. Usually, although there may be more than one story on the cover, there is always a leading story which takes prime position with 72 point text. The masthead is a dominant feature but it isn't unnecessarily over-complicated – this is quite important, you want people to know what they have picked up but there is no need to ram it down their throats.

Many enthusiasts try to recreate tabloids on home DTP systems and fail miserably. Part of the reason is because they try to recreate it exactly, but in A4 format. You will never get the same number of columns on A4 looking like they do in a tabloid. If you want to do a newsletter in this way, emulate the style don't try to duplicate it.

C) The final touches

You'll need all of these hints and tips to add colour and ouput your pages.

1 IN GENERAL

The words and pictures on a page are merely colours. Apart from the actual images and the words themselves, the whole forms a picture. Like a blur from a distance, the elements flow into one another. Even while you are concentrating on one particular element on the page, the background flavour of the design creeps in like a subliminal message.

The underlying structure of the page, the way the boxes are arranged, has a part to play in this background message but none is ➢

The ABC of DTP

so noticeable as colour. And colour has an important organisational task to play, too. It can separate unconnected items, draw attention to important elements, and provide visual interest. A hierarchy of colour can be established to indicate priority or link items together. In the same way as a style is associated with sub-headings or captions, a colour can be, too.

2 ANY COLOUR SO LONG AS...

So how do we go about getting colour on the page? Well, at the most primitive level you could just set up a document in black and white on the DTP system as usual and print it on coloured paper. Anybody can do this, even with the cheapest of 9-pin dot-matrix printers. This can be quite a nice effect for flyers and posters but you're still limited to two colours: black and the colour of the paper.

To use the DTP system to print out more than just black, you must specify a colour. Most DTP systems will have a requester which will pop up with a familiar RGB slide bar. By sliding the bars up and down you can create any colour you like.

From this information the DTP system will produce two separate outputs for the page: one for black and one for the additional colour (known as a spot colour). Obviously, this is going to be an expensive business after a while – especially if you are thinking of reproducing pictures with thousands of colours in them.

How do all those different coloured inks fit in a dot-matrix machine anyway? Because this isn't the way that the DTP system actually works. When it comes to printing anything on a desk-top colour dot-matrix machine there are four component colours used: cyan, yellow, magenta and black.

Unlike a TV screen or monitor, a piece of paper doesn't transmit light – it reflects it. The primary colours of light are red, green and blue so why doesn't it work on paper? As you will have noticed when you are adjusting a colour palette for Workbench or any other application, by mixing red and a little bit of green you get orange. Try doing this with paint or felt tips and it doesn't work.

This is because when light is being transmitted, mixing colours is an additive process. When light is reflected off a surface certain components of that light are absorbed – the 'colour' we see is the light that has been reflected, so the process is known as subtractive.

TERMINOLOGY

ASPECT – referring to bitmaps, this is the ratio of the width of a pixel to its height. If this ratio is not preserved, the output will look stretched.

BITMAP – a graphic image or font which is constructed using a stream of raw data. Each pixel is represented by a binary number.

BLEED – A design element where an object is placed so that some of it extends beyond the physical limits of the output page. This is done usually to protect against inaccurate cropping of the output page.

CHROMALIN – a laminated colour proof produced from film.

CROP MARKS – lines or crosshairs printed outside the physical dimensions of the final page. These are used to help align films and aid trimming down the output.

DPI – Dots Per Inch. The resolution at which a bitmap is created or printed.

EPS – Encapsulated Postscript. This is a standard way of packaging up your Postscript output so that it can be imported into another EPS-compatible system.

FONT – See Typeface.

GUTTER – The gap between two adjacent columns.

KEYLINE – Also known as a rule, this is a line used either horizontally or vertically to separate unconnected items on the page.

LEADING – The amount of space left between successive lines of text.

POINT – The unit of measurement of a typeface. There are 72 points in an inch. Note that when referring to fonts, this is the font height, not the height of the individual characters

RUNAROUND – An option available whereby text will not overlap an object, but stand off by a regular margin.

SCREEN ANGLE – When output to films, this is the angle at which lines of dots are printed. The actual angle is only critical when printing for colour.

TRACKING – The amount of horizontal space left between characters.

TYPEFACe – A set of characters of a particular style. The term can also be extended to 'family' of typefaces such as Garamond, Garamond Oblique, etc.

3 THE IMPORTANCE OF BLACK

As you need to adjust the 'brightness' of a colour, there is a fourth ink requirement – black. Also, it isn't possible to make a 'good' black by combining the three primary colours. In fact, there is a mechanical difficulty in printing too much of all these as the paper won't be able to absorb so much ink. For this reason black is used as a separate colour and as part of any colours which appear very dark.

Because of this technique (known as Grey Component Replacement or GCR) the interactions between the process colours can be quite complex. Although many DTP systems will allow you to specify a colour in terms of cyan, yellow, magenta and black it is probably safest to use the familiar RGB sliders and let the computer interpret them unless you really know what you are doing.

4 SPECTRUM BREAKDOWN

Some of you may have realised that there are colours that you can't achieve using the CYMK or RGB values. Metallic and fluorescent colours are notable exceptions, so how come we occasionally see them used in magazines like *Rolling Stone*?

Remember back at the beginning we were talking about spot colour and how the printer makes up an ink to the colour required? In the case of a five-colour job the fifth colour is applied as an extra spot colour. An extra film is produced and, at the printers, this goes under an extra drum. You don't necessarily need a bizarre colour request to opt for a five-colour process. You may just want one of your colours to appear more solid on the page (remember that in the CMYK process the colours are made up of patterns of dots - this never achieves quite the same effect as a solid block of ink). Obviously, this extra colour is difficult to obtain on a home system where metallic gold ribbons aren't readily available – but generally you are better off without them.

5 DOT-BY-DOT

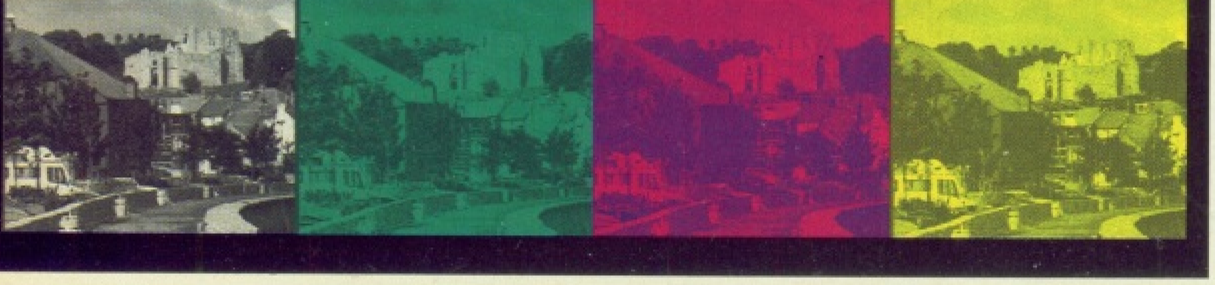
If you look really closely at a colour picture in a magazine you will see that it is made up using dots of the colours we have been discussing. Unless something has gone horribly wrong, the dots should all be separately distinct – they don't sit on top of each other but are arranged in patterns.

6 OUT PUT OR PUT OUT?

The output stage is the bottleneck. All your effort on design, your retouched graphics, and your delicate hand kerning will all come to nowt if you don't have a method for outputting your material.

Once again, you should consider your audience. How necessary is it for your output to be in colour? Would it be more useful to have more colours or a greater output resolution? Are they expecting high-quality paper or will any recycled stuff do?

Four colour printing involves each image being broken down into cyan, magenta, yellow and black components.



7 GETTING THE RESOLUTION RIGHT

Starting at home, the humble 9-pin dot matrix black and white printer can turn into a fairly impressive beast when linked to a decent DTP package. Typical resolutions are around 150x75 dots per inch, giving a reasonable standard for flyers or small posters.

You can also use these for colour output, when used with a four-colour ribbon. This means that it takes slightly less than four times as long to print out, since the printer only has one print-head and must make four passes, once with each part of the ribbon. It also reduces the resolution slightly, because the colours have to be offset slightly. A 24-pin printer is a bit of a step up. They are usually slower but can give very high apparent resolutions – almost to the standard of a laser printer.

Inkjets are very popular on Amigas these days. Everyone must have heard of the Cannon BJ-10e by now. Some of these printers can give resolutions actually higher than that of a laser printer. The main trouble with inkjets is that the ink can smear on some types of paper. The ink can also bleed into minute cracks in the surface of the paper and give objects, especially curves, a fuzzy outline.

Colour inkjets are probably the best solution for obtaining a decent quality colour output at a reasonable price. Dot matrix printers are okay when new, but after ten or so complex and colourful print-outs, the ribbon will begin to fade and impurities will have been transferred from one colour to the other by the roving print head. Because the ink from an inkjet is effectively mixed in flight there is no chance of colours from different drums getting mixed.

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8 EAT LASER DEATH

Laser printers are the next step up. Although their resolution of 300x300dpi is slightly less than the best inkjets, they give a reliably uniform image time after time.

The trouble with laser printers is, because of the mechanical process by which they transfer the data to the page, they must hold an entire page -worth of information in their on-board memory before printing it out. A few calculations will tell you that a full A4 page at 300dpi will occupy around 1Mb uncompressed.

9 IT'S IN THE POST(SCRIPT)

The next step is to get a Postscript-compatible printer. These offer a higher resolution than a standard laser, but have the advantage of supporting the Postscript language. This results in shorter transmission times, lower memory requirements, and greater accuracy. Postscript is the output equivalent of structured art of the output stage, and there are no large tables of data (unless bitmap graphics are part of the final page), only drawing instructions.

If you want colour Postscript output you'll probably lean towards a thermal transfer printer. This works by heating up a sort of waxy film which sticks to the paper, giving an impression of the colour rather than an accurate representation. Unlike dot matrix printers, they are particularly good at rendering subtly changing shades, but are hopeless with large blocks of solid colour.

It's possible to get a colour laser printer but, unless you have secretly stolen all the money from a large pension fund, you probably won't be able to afford one.

10 USING A PRINTSHOP

There is another alternative: why spend lots of money and incur all that hassle setting things up when you could get someone else to do it?Most high street printshops have facilities for outputting your files if you have output them to disk as postscript. Some will even do a nice A3 colour job at a very reasonable rate (around £25).

If you want to have your work printed from films, you'll need to output them to film first. Most output bureaux can make films from your Postscript files, and the trick is to convert the files into a format their equipment can understand. The easiest way to do this is to get hold of a program like *Dos2Dos* from Central Coast or the Public Domain program, *Messy Sid.* This enables you to format and use 760k MSDOS format disks. If the output bureau is using a Mac-based system you may experience some difficulty, though.

A Mac fitted with a high density drive can read and write MSDOS format 3.5 inch disks using the machine's Apple File Exchange software. Unfortunately, the translation routines are set up for creating Mac files from MSDos files, not Amiga ones. The second difficulty arises from the Mac being completely application-based. This means that you have to have a file that can be loaded by a Mac application.

A plain Postscript file isn't the same as an application document, but luckily there are a few font downloading utilities which will send postscript files to a printing device.

The other alternative is to create postscript output that can be imported into a Mac application. There is a standard for this, it's called Encapsulated Postscript - well, it's supposed to be a standard, but some Mac applications, notably *QuarkXpress*, won't necessarily recognise EPS files created on the Amiga. The best solution is to find an output bureau that uses Amigas, but our extensive research has only turned up one.

11 DEALING WITH PRINTERS

Once you have the films you are ready to talk to the printers. If you don't plan to launch a nationwide newsstand magazine then you'll probably be talking to a local sheet-fed operation. Here, they will print any number, size and colours. Another important consideration may be the paper you want your work printed on. Your printer will be able to advise you.

WIN THE BEST DTP PACKAGE

To celebrate this feature, we are going to have a competition. Pay very close attention. The competition is to produce an example of Desk-Top Publishing: an advert, a newspaper, a magazine feature, a poster, etc. The tricky bit is that you are absolutely forbidden to use your computer. At a stretch you may get away with using your computer to print out text or pictures for you to manually cut and paste into your creation, but absolutely no sneaky use of *Pagesetter.*

Entries will be judged on the ingenuity that went into them as well as their design.

And the prize? A wonderful copy of *Professional Page 3.0* – the latest, hottest, most sexy DTP system available for the Amiga and copies of *Pagesetter2* for the lucky runners up.

Rules:

1. We control the horizontal
2. We control the vertical
3. No DTP'ed entries will be considered.
4. You may use a word processor and *DPaint.*
5. You may use as many scalpels, rolls of magic tape and felt pens as you can lay your hands on
6. The judges decision, however stupid, is final.

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ZOOL

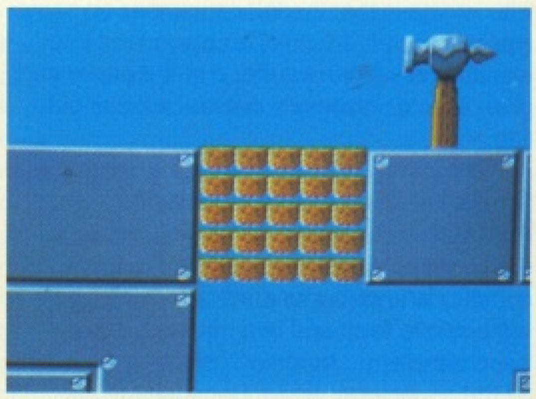
With the Nintendo boasting Mario, and Sonic gracing the Sega machines, the Amiga is surprisingly short on identifiable game characters. Gremlin, however, are lining up a hero who they hope will knock the Brooklyn plumber and the spiky mammal for six. Steve Merrett takes a look.

LOOKS FAMILIAR It has to be said that, as *Zool*'s 48x48 pixels hero pegs it across the game's colourful levels, he does bear a rather close resemblance to a certain blue Hedgehog. With his gangly legs kicking into overdrive, and the facility to kill nasties with a rather nifty spin, the casual observer could be forgiven for confusing the two. Gremlin, though, are hoping that their 'Ninja From Outer-Space' – the titular Zool – will be THE cutesy character associated with the Amiga. Project *Zool* is nearing its seventh month in development and currently resides in Gremlin's Sheffield base with its creator George Allen and Ade Carrs. Despite any similarities to *Sonic*, though, George is adamant that they weren't intentional. 'It was bound to be compared,' he concedes, 'but the only idea that I 'borrowed' was the speed element. But that said, I've always felt speed was important in a platform game so this is just the next step I wanted to take. If anything, *Robocod* is the only game we've looked at in any detail.'

Originally called *Pootz*, George started tinkering with the idea as he completed work on *Switchblade II*, and his first task was to incorporate the fast scrolling the game would need before the idea became viable. 'The screen scrolls in the usual eight directions,' he explains, 'and even though I've extended the screen borders to make use of more of the screen, I've still managed to keep it running within a frame.' Normally, though, this would result in a fast game lacking anything to kill – is this the case? 'No, I was criticised for the lack of nasties in *Switchblade II*, so I've made sure that there is plenty to kill this time. They don't all appear at once as this would mean that I would have to



Of the two worlds that currently exist – Sweet and Tool – both are having their sprites positioned. These will vary in style, but all will follow set routines.



George's map editor allows him to piece together the levels from his sketched maps. . .



... Once laid out, the various traps are then added at key points within the game .





slow the game down. Instead they appear in regular waves so that there's never really a moment when there's nothing else on-screen.'

THEME AND US Split into six worlds, *Zool* is made up of eighteen platform-laden stages, within which all manner of weird and wonderful creatures await your destructive capabilities. 'So far, we've come up with four worlds,' offers graphic artist, Ade. 'We've got a Sweet World, which is inhabited by Liquorice Allsorts, and other deadly stuff, and we've also put in a Tool World, with hammers and stuff moving around.' So do the backdrops keep in with these themes as well as the sprites? 'Yeah,' he continues. 'One idea I'm working on is a Music world, where part of the ground is made up of piano keys. Then, when the Zool sprite runs across these, they'll play the scales or a note at a time. It'll be hard to do, but worth it.' *Zool*'s many sprites follow set patterns within the landscape, and all prove hazardous to the black-clad hero's health. Starting with three lives and three bars of energy for each, Zool's only goal in life is to locate and escape via the exit at the end of each level. However, with each level spanning roughly 10x10 screens, and some areas rendered relatively inaccessible thanks to spiked walls, collapsing ➢

SONICS Sound-wise, *Zool* is currently a silent affair, but George will be handling the effects himself. 'All the usual beeps, twangs and whizzes will be there,' he says, 'and there'll also be a tune which the player can have running instead of the effects.' The sound is likely to be handed to Gremlin freelancer, Barry Leitch, whose career can be dated back to a dire version of The Chicken Song which haunted Compunet-using C64 owners years back, but he has since provided the tunes for *Switchblade II* amongst others.







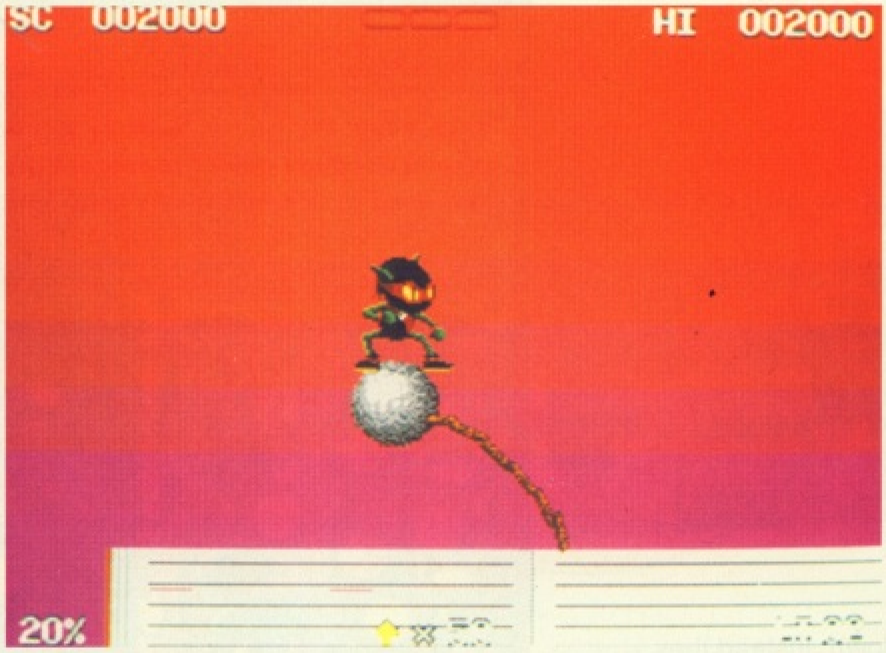
Comparisons to Sonic are inevitable as the Zool sprite runs, spins and slides. But Gremlin's black-clad hero is far more adaptable than Sega's blue mammal and can shoot, climb walls and, bullets permitting, blow the nasties away.



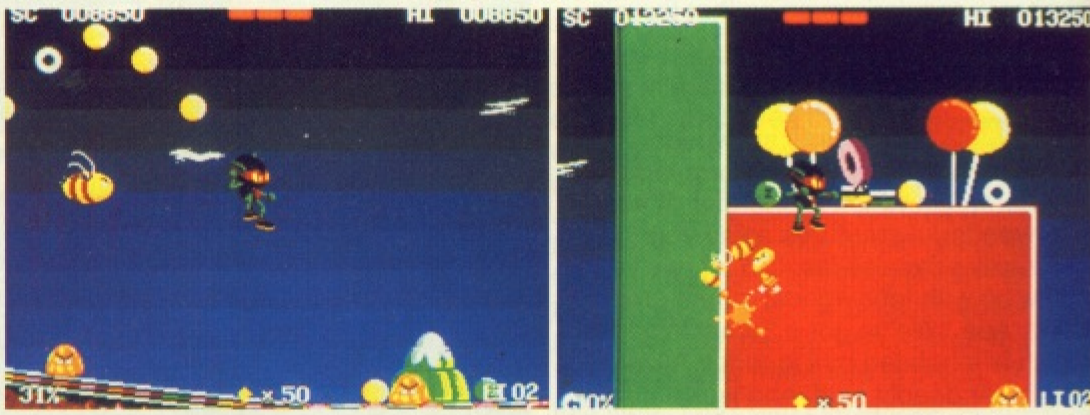
ZOOL

bridges and the patrolling sprites, this is easier said than done.

'Although the player's main task is to find the exit,' George explains, 'there's a lot that they can collect en-route. The Zool sprite can run, jump, spin, pull off a sliding tackle and shoot, and killing an enemy with a tackle, shot or spin will often release a flood of bonuses. Also, certain areas have walls which can be shot away to reveal the goodies inside.' Goodies which, among others, include extra weapons and massive Polos which earn the collector a whopping 10,000 points each. 'Initially, the way the levels are laid out will let the player familiarise themselves with the controls', he continues, 'but there will be some really nasty tricks and mazes on the later stages.'



The music stage is at a very early stage of development, but George and Ade have added the piano feature and a catapult to fling Zool across to the end of the level.



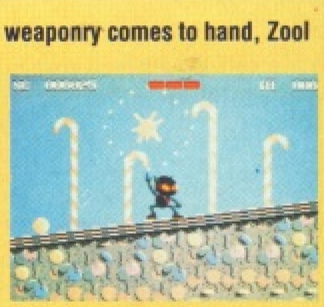
The nasty sprites vary from stage to stage, depending on the level's theme. For instance, there are Minim-Monsters in the music level and Audacious Allsorts in Sweety world.

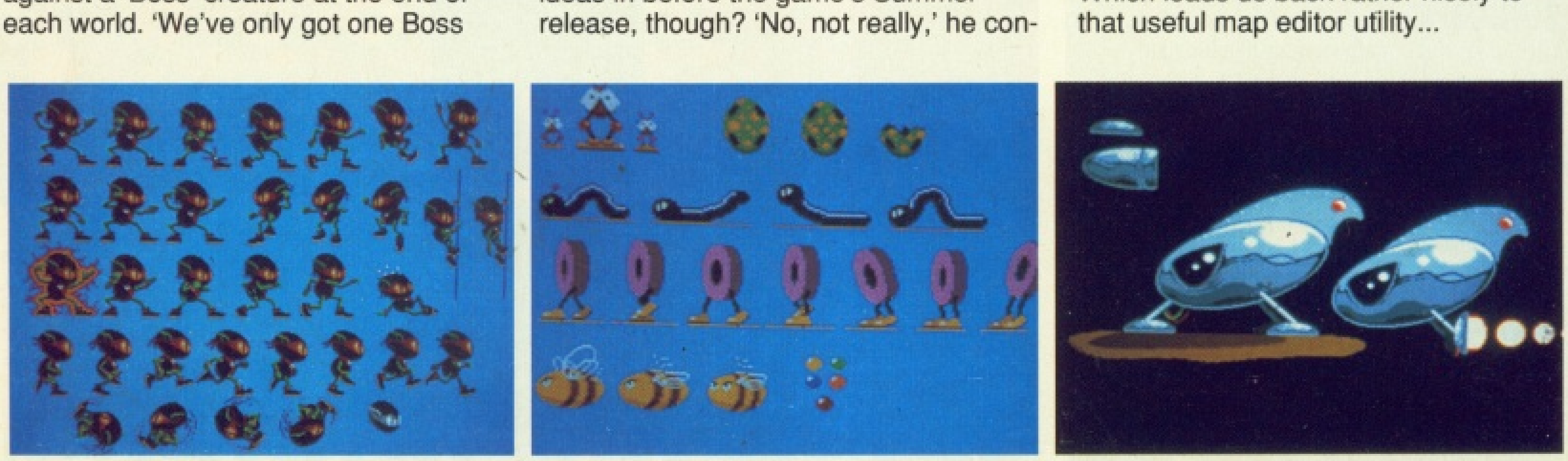
PC CAKE *Zool*'s innards are being pieced together using Realtime's ever-popular *Snasm* system, with the actual code being pieced together on George's PC. In addition, from this workstation, George can also piece together the aforementioned maps with his home-written editor. 'It's a real godsend,' he admits as he pieces blocks of Ade's *DPaint* backdrop graphics together. 'When I was working on *Venus* I put all the levels together as I needed them. It was a real nightmare and before I even started work on *Switchblade II*, I wrote this first.' All of Ade's graphics are created on *DPaint*, and he is working from the Amiga's 16-colour palette. 'There are sixteen colours for the sprites plus another sixteen for the backgrounds,' he elaborates, 'but most of my work has gone into perfecting the actual Zool sprite and getting it to move properly has taken over sixty frames. I think that little touches make a great difference in a game like this, though – hence the piano idea – so we also have him wobbling around if he gets too close to the edge of a platform.'

As can be expected, all this action finally pits the Extra-Terrestrial Ninja against a 'Boss' creature at the end of each world. 'We've only got one Boss up and running at the moment,' says George,' but basically they are going to be massive and will spray the screen with smaller nasties and objects.' Will there be a rush to cram all the remaining ideas in before the game's Summer release, though? 'No, not really,' he continues. 'We've got the speed in, and managed to keep the sprite central even when the screen is moving fast, so all that's really left to do is general tweaking and the other levels added in.' Which leads us back rather nicely to that useful map editor utility...

ZOOL LIKE THIS!

As well as his acrobatic abilities and whatever weaponry comes to hand, Zool can also collect magic potions to make his task easier. Smart Bombs are pretty self-explanatory and kill everything on screen, but other more useful ideas include High Jump spells, Split spells which create a clone of the Zool sprite to double you effectiveness, and Invincibility potions for temporary invulnerability. At the moment, these are accessed via the space bar, which causes Zool to lob them into the air with flourish before they have their desired effect. 'This is where the puzzle element comes in,' says George. 'For instance, if Zool gets caught in one of the deeper chasms and the walls are covered in spikes to stop him from climbing out, then a High Jump spell could be his only help. However, we don't want to play unfairly, so there will be other ways out.'





The sprites are being prepared using ***DPaint*** and Zool himself clocks up over sixty frames of animation. The larger end-of-level Bosses will also be grand affairs, dropping weaponry and nasties as they dash about the screen.


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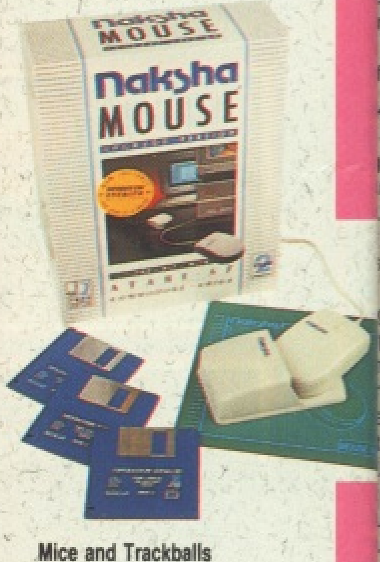
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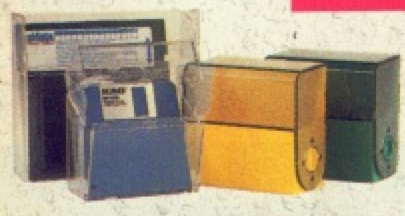
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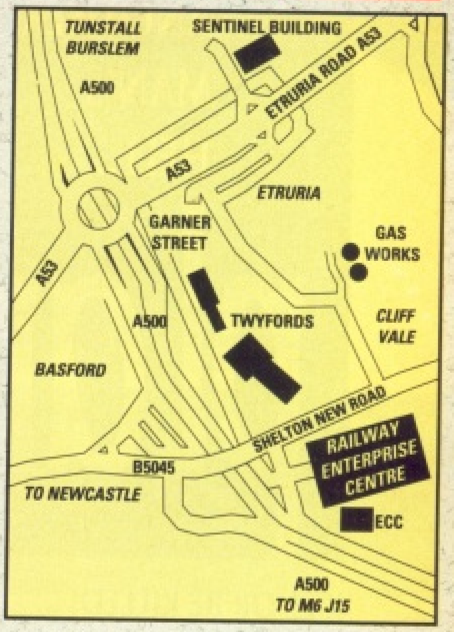
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CU AMIGA

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GAMES Screen Scene reviews are timed to coincide with the release dates of the games themselves, so you won't find any out-of-date reviews here, only up-to-the-minute information.

HOW WE SCORE GAMES

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Do not miss.

AMIGA SPEC Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective – eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC	
MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48

Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

The top rated accolade is for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases.

HOW WE SCORE PRODUCTS

EASE OF USE Is the product the ultimate in user-friendliness, or would the manual fox even Einstein?

VALUE FOR MONEY So you've had all the information: but is it really worth pawning the family jewels for, or putting your off-shore bank account into the red?

EFFECTIVENESS Not as simple as it sounds. It may look the business but does the product realy fulfill its purpose?

FLEXIBILITY Is it compatible with other items – and how many different functions does it have?

INNOVATION Does the subject break new ground and give you something new or something you've always wished you'd had, or is it a mere rehash of a dated and redundant concept?

OVERALL The most important mark and not just an average of the others. It takes into account all of the above then answers the question: 'will this item really be of benefit to you, the consumer'?

0-29% This is so it should be dumped.
30-39% Worse than finding out you're related to Russell Grant.
40-49% An average product. Worth it if you've nothing better to spend your money on.
50-59% Getting there, but still lacking in a lot of respects.
60-69% Nice try, but it may have been done better.
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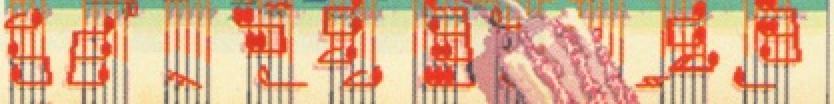


PRODUCT TESTS START ON PAGE 118

BUYERS GUIDE
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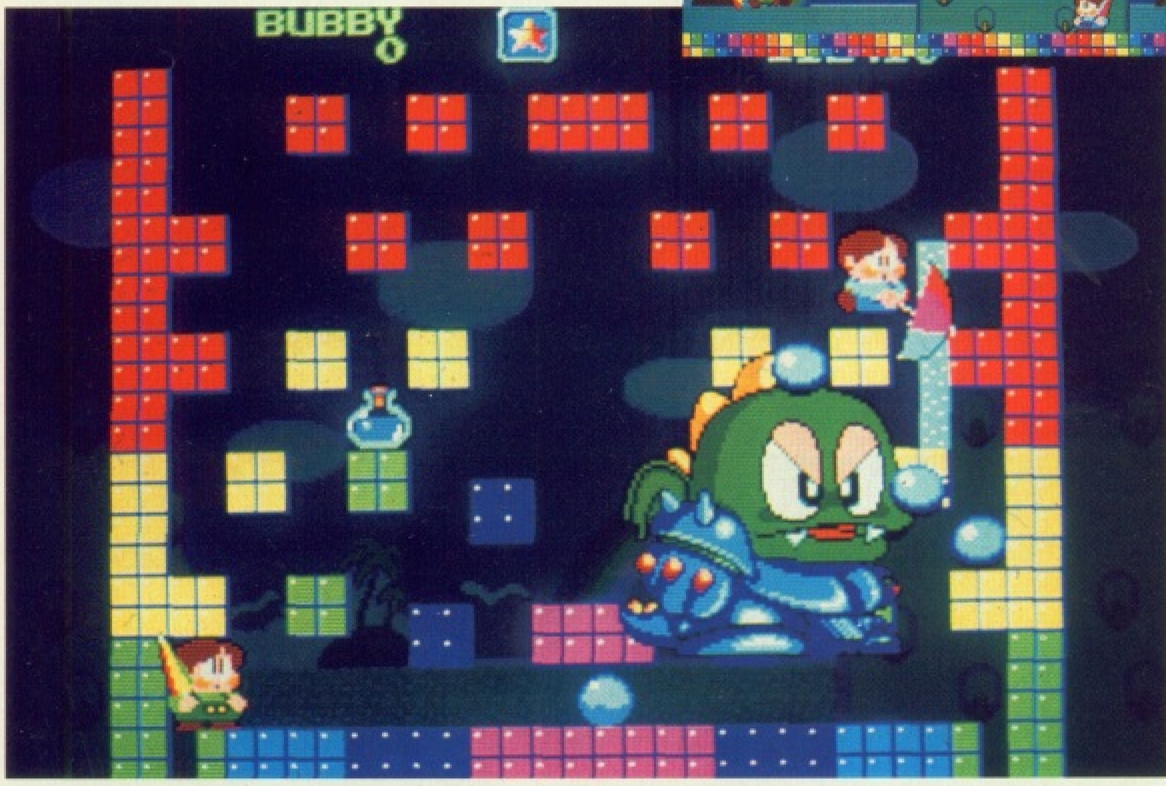
★★★★★ Unmissable. Spend your money safe in the knowledge that every penny will have been worth it.
★★★★ A great release that will please everyone.
★★★ Good for what it is, but we've seen better.
★★ Fair, but leaves a lot to be desired.
★ Dodgy verging on the terrible. Only for those who can't possibly do without.

BUYERS' GUIDE STARTS ON PAGE 147
And don't forget that you'll find budget games reviewed in VFM, page 80, while PD games and demos, and PD utlities are evaluated on pages 100 and 109 respectively.





The final battle against Chaos takes place on Rainbow World. The evil tyrant is revealed to be a mutated Brontosaurus. However, this guardian is only revealed when completing the basic eight worlds. If the three hidden areas are completed, too, a different guardian and end-game sequence appears.



First there was *Bubble Bobble*. Then there was *Rainbow Islands*. Now, Ocean round off the Bub and Bob trilogy with *Parasol Stars*. Steve Merrett goes planet hopping.

PARASO





By performing a set sequence of actions – usually related to the order in which nasties are killed – rooms open up, revealing bonuses and dangers galore. The first is located somewhere within Woodland World, and the key to finding the door to programmer Mik West's Nightmare World lies in the way fruit is laid out in one particular screen.

Rainbow Islands is a tough act to follow – even if you are from Taito's successful cutesy stable – but Ocean's *Parasol Stars* conversion is quite easily a contender for 1992's game of the year. Bub and Bob's travels have seen them up against some of the weirdest sprites Taito's fevered minds could provide, with such characters as Baron Von Blubba already familiar to veterans of *Rainbow* and its predecessor, *Bubble Bobble*. One of the nicest touches of the series is the continuity of characters, themes and ideas. For instance, the little hooded demons and razor-toothed fish that the bubbling Brontosauri encountered in the first game, returned in the sequel under a variety of disguises – only to reveal their true identity whenever they got killed. And, once again,



On collecting a certain object, the screen fills with collectable goodies. When these are stashed away, another mega-bonus drops into the screen.

they make more comebacks than Gary Glitter throughout *Parasol*'s sixty-four stages.

In terms of gameplay, *Parasol Stars* is a heady mixture of ideas from its predecessors. Set across a number of single screens, the basic aim of the one or two-player game is to clear a screen of nasties whilst amassing as many bonuses as possible. Retaining their human form from *Rainbow Islands*, the game's odd scenario tells of how the freshly-saved inhabitants of the Rainbow Islands expressed their gratitude by giving the dungaree-clad pair a magic umbrella each. However, as news swept the area of an evil being called Chaos Tikahn overrunning other planets in the galaxy, a space wind magically swept the brollies and their passengers towards their new adventure.

Depending on the world – and there's Casino, Machinery, and Music among the eight to battle through – the backdrops and sprites change to reflect the differences. Thus, as you 'brolly' your way through Woodland World, all manner of vengeful vegetation scurries about and the end-of-level Bosses are larger versions of these. The screens follow a basic pattern of symmetrical platform arrangements, upon which Chaos's minions roam. Bub and Bob are then dropped into the bottom corners of the screen, and the aliens kick into life. With the titular

CU AMIGA SUPER STAR

their partner and use them instead! In addition, water, fire and zappy droplets also can be gathered and thrown from the raised Parasol's surface and, when five are collected, their effectiveness doubles – the water droplets, for instance, comine to create a *Bubble Bobble*-style waterfall to sweep away all in its path.

Control over the two heroes is via the joystick, with the directional controls guiding them as they run and jump, and when used in conjunction with the firebutton,

L STARS

CONSOLE YOURSELF... Whilst every Sega and Nintendo owner crows over their Sonics, Zeldas, and Marios, only recently has the Amiga shown its potential in the console field with the likes of *Robocod*, *Parasol Stars*, and Gremlin's forthcoming *Zool*. Although the Super NES and Megadrive are particularly skilled in the areas of smooth scrolling and sprite expansion, the Amiga can work around these areas to produce games which equal them in playability and better them in terms of graphic definition. The sheer number of console-style games also indicates that the quality is growing steadily and may soon rival the Nintendo and Sega – machines which specialise in the genre and, consequently, HAVE to be good at them. Thus, over the next few months, we can expect a fresh wave of console-quality games from the likes of Core (*Chuck Rock II: Son Of Chuck*), System 3 (*Silly Putty*), and Millennium (*Splash Gordon: James Pond III*). Let battle commence...

Parasols replacing their past arrangements of deadly rainbows and encapsulating bubbles, you may think that the twins are pretty much unarmed. However, these are magic Parasols and, as such, can be used to scoop up an errant nasty and lob them across the screen at their cohorts – alternatively, the players can also pick up readying the all-important brollies for action. As can be expected from a console conversion, everything is geared towards simplicity, and programmer Mik West has also tightened a few areas where the PC Engine original came a cropper. Bub and Bob are both extremely responsive, and the sprite detection is generous without being inac- ➤



Magic pots and assort bubbles arm our hero with firebombs, electricty, and explosives. These can either be lobbed across the scree individually, or five can be collected to create a 'super-weapon'.

AMIGA SPEC

MEMORY REQUIRED	512K
SCROLL SPEED	9
COLLISION DETECTION	9
COLOURS ON SCREEN	16
LEVELS	64
NUMBER OF PLAYERS	1/2
GRAPHICS STYLE	SIMILAR IN STYLE TO *BUBBLE BOBBLE* AND *RAINBOW*.
SOUND	USUAL DITTIES.



The hidden Nightmare World features a two-stage Boss creature who is made up of disembodied limbs. By collecting the potions that have been conveniently left for you, a ring of explosives can be unleashed to sap his considerable energy.

curate. The individual screens vary in size, but the largest span two screen widths, and scroll horizontally to accommodate the action. In addition, these are patrolled by up to fifteen enemy sprites who follow set patterns before homing in for the kill. Normally, with so much moving on-screen, you'd expect it to slow down dramatically, but in *Parasol* there's absolutely no sign of slowing whatsoever, and even when the screen is literally covered with sprites and bonuses, the frenetic pace is retained.

As the nasties are picked off and thrown around, all the usual goodies you expect of the series start to appear. Fruit, lightning bolts, and assorted gems can be collected for extra points, and extra weapons and speed-up boots enhance the twins' performance. Although the aim of the game is to clear each of the screens, performing specific tasks in a predetermined order will reveal special hidden rooms within which bonuses galore lurk – they're tricky to find, but can also offer short cuts to the later worlds. This is one of

WORLD POWER **Although *Parasol* is only supposed to have eight worlds, programmer Mik West has created his own which is hidden somewhere between the second and third planets. Billed as 'Nightmare World', this eight-screen area is full of evil nasties and tiny globule sprites who career around at great speed. Graphically, it is noticeably different from the other worlds, but you'll only get to see it if you follow exactly the right procedure. As well as this secret land, *Parasol* also contains two more hidden areas, one of which is made up of Von Blubbas and the other which resembles a large gobstopper.**



WORLDS IN MOTION

Bub and Bob's travels bring them into contact with all manner of weird world-related creatures. One world is made up of seven nasty-inhabited screens, but awaiting your attention at the end of each world, is a larger 'Boss' creature...

MUSIC WORLD: Containing manic trumpets, pianos and accordians, this is basically a warm-up stage to prepare you for things to come.

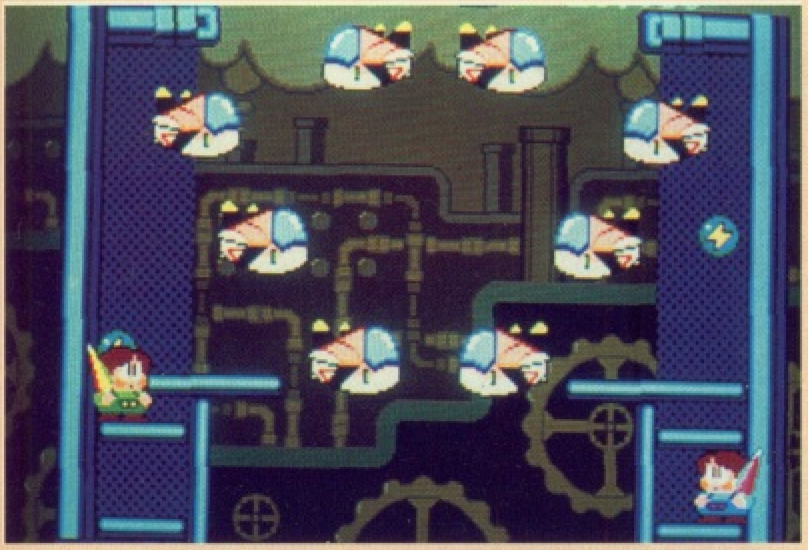


WOODLAND WORLD: Here, the screen designs get more intricate, necessitating Bub and Bob to throw each other up to the higher platforms.



OCEAN WORLD: By now, the nasties are moving at a far greater rate, and the water which decorates the lower areas of the screen also slows you down slightly.

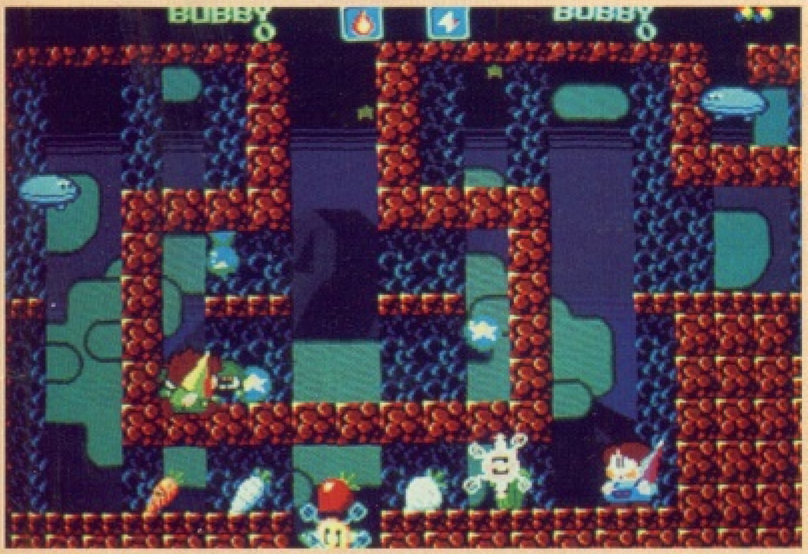




MACHINE WORLD: Against a grimy industrial wasteland, automated baddies pave the way for a Transformer-style fire-breathing guardian.



CASINO WORLD: Larger creatures, such as fruit machines, mean that the twins must make the most of the water bubbles this world contains.



CLOUD WORLD: Featuring satellites and the like, this world is followed by the enlarged goings-on of GIANT WORLD which precedes the final battle.



ARIBA! Replacing the jolly airs of 'Somewhere Over The Rainbow', Parasol Stars is supported by another typically bright tune which accompanies the action. However, for reasons best known to Taito and Ocean, on facing the end-of-level Bosses, this changes to an up-beat version of the Lambada theme. Nobody seems to know why the Latino 'music of lurve' was used, but it still keeps in with the silly nature of the proceedings.



the best features of *Parasol* and, indeed, the Bub and Bob series. The flexibility of the gameplay allows the players to complete the screens either by progressing through the levels or simply to amass as many bonuses and find as many hidden features as possible – and as there's so much to see within the eight worlds, *Parasol*'s lasting appeal is guaranteed.

Quite why *Parasol* was never made into a coin-op I'll never know, as it is a worthy addition to the *Bubble Bobble* family. With a predecessor as illustrious as *Rainbow Islands*, *Parasol*'s gameplay had to be exceptional if it were to succeed. Happily, there's more to it than the first two, with a nice puzzle element complementing the heavily-disguised shoot 'em up action perfectly.

Each backdrop is subtle in the use of colour, with plenty of dulled hues depicting the backdrops, and these are a good contrast to the bright and gaudy sprites. This gives the impression that something evil is amok which is added to by the larger guardians who await your attentions every eight stages. Like the smaller sprites, these are both cute and deadly, and as the bosses leap around the screen they unleash mouthfuls of deadly minions, but, fortunately, special powers can be picked up to make your task easier. Eventually, their energy will be completely weakened and they will erupt into a blaze of goodies which must be collected before the screen whites out to the next world.

The Bub and Bob series went from good to excellent in the transition between *Bubble Bobble* and *Rainbow Islands*, and this third instalment keeps up the tradition. It's by no means better than *Rainbow*, and somehow doesn't come across as polished, but it's still one of the best games I've played on the Amiga. Graphically, it fits in perfectly with the others but the area where *Parasol* succeeds the most is in the ever-essential gameplay stakes. The game's gentle learning curve eases the player into its intricacies, and although there's plenty of scope for progress, there's no way this will be beaten in one sitting. In all, one of the best games to appear from Ocean's home-grown studio and a credit to the Mancunian giants. The trouble with the word 'classic' is that it is given out willy-nilly, cheapening its worth. *Parasol Stars*, however, is truly deserving of the accolade. Sheer brilliance, and no mistaking.

Steve Merrett

OCEAN £25.99

'An easy contender for Game Of The Year...'

GRAPHICS	94%
SOUND	85%
LASTABILITY	95%
PLAYABILITY	96%

OVERALL 95%





Above: The entrance to the next level.
Below: Abandoned equipment stashed in an alcove.



BLACK CRYPT

EA's latest RPG is set to take over where *Eye of The Beholder* and *Dungeon Master* left off, and, somewhat suprisingly, it wasn't produced by long-time RPG associates, Interplay.

The plot is the usual 'evil-has-risen' tale, where you must venture forth and put a stop to such goings-on. Estoroth is the name of this particular villain who has taken up residence at the base of a gigantic, creature-infested crypt. You and your three companions must enter to defeat his lieutenants, before taking on the big guy himself. Your only weapons to effect this unenviable task are a handful of spells and any other equipment you find on your travels.

The control system is similar to that of the aforementioned *Dungeon Master* and *Eye Of The Beholder*. Like those games, items are picked up by clicking on them, and can be dragged into the appropriate character's backpack. There's also a handy auto-mapping feature in the form of a wizard spell and a combination of magic items. Without this, you'll find it impossible to escape the first level, let alone get to the bottom of the crypt. In addition to weapons and magic items, food and drink are the next most important. Clicking on a character icon brings up their physical profiles, which includes their status, what attainment level they have achieved, and a head-to-toe picture of them. There are three versions of the body screen: one for weapons; another for clothes and armour; and one for miscellaneous items. Dragging an object on to the appropriate area (a ring to the hand, for example) automatically equips it. However, the more your characters do, the hungrier they get and, if they're not fed, you can kiss your quest goodbye. Fortunately, there are numerous magic scrolls which enable your magician to cast the spell of life in order to resurrect dead characters. Even so, it still makes sense to save the game every time you solve a puzzle or make a significant discovery.

As you solve problems and win battles, your characters gain experience points. As these mount up they automatically go up in skill levels, which, in turn, increase abilities. Magic characters will be able to cast more powerful spells (providing they find the right spell books), and your fighters will find it easier to score hits. In addition, progress brings harder puzzles and foes, and key spells are essential if you want to escape levels. Occasionally, for instance, you will come across fields of magic, called wards, which can often prove fatal, and these can only be destroyed by a 'remove ward' spell (what else?). As well as offensive spells – which also include death and



Here's just a section of one of the huge levels.

ROLE CALL

FIGHTERS These are a combination of rangers and warriors, giving them formidable combat abilities and making them good trackers.

CLERICS Armed with weapons and magic, Clerics are formidable characters. Their religion prohibits the use of bladed weapons, but they can use clubs, war hammers and other blunt implements.

MAGICIANS Forget these guys when it comes to combat. They're only allowed to use knives and staffs, but their magic abilities make up for any physical weaknesses.

DRUIDS Like magicians, they have a formidable array of spells, and are allowed to use hammers and staffs. Their disadvantage comes from the detrimental effect metal has on their powers, which means they can only use leather armour and wooden shields.



Most gates can be opened by locating the right lever.



Fountains can be used to top up your party's water bottles.



Step through this gate to be teleported to another location.



Watch out, these creatures spit a deadly acid that's fatal to the touch.

pestilence – there are several passive ones that come in useful. Create Food speaks for itself as do shield and healing.

Initially, I thought that a game set in one large dungeon would be too limiting. I've always enjoyed RPGs that vary in content, and require a good deal of wilderness travel. In truth, *Black Crypt* is so large that you forget you're stuck in the one building. It took me over three hours to complete the first huge level. Each stage has a major problem to solve, with a number housing a giant two-headed ogre who owns the key to the next level. Unfortunately, he can only be damaged with magic weapons, and there's only one magic sword to be found in this stage. Following that, you encounter a race of violent, but invisible, creatures and some grey goblins who steal your equipment before teleporting away.

Black Crypt's graphics are excellent. Equipment is easily identified and the creatures you encounter are well designed, if lacking slightly in the animation department. Sound is also put to good use. You can hear something as they approach, with the sound increasing in volume as it enters the screen. There are also plenty of screams and shouts during battle. In fact, my only gripe regarding the presentation is that there are only two save positions allowed – a minimum of five would have been preferable.

Beginners and battle-hardened veterans alike will enjoy this. The puzzles are pitched at exactly the right level, the control system is easy-to-use and the atmosphere generated incredible. Although it's highly derivative of several other titles, *Black Crypt* is a must buy.

Mark Patterson

COMBAT ROCK

No matter how careful you are, you're going to get into a fight. Arm you characters by placing a weapon in the box that represents their right hand, and a shield in the left. Clicking on the character's face instructs them to lash out at the nearest target. The larger the weapon, the longer it takes to utilise; fists are the quickest, but the least effective, while massive broadswords take ages to swing, but can be devastating to smaller creatures.

ELECTRONIC ARTS £25.99

'A welcome addition to the RPG'

GRAPHICS	85%
SOUND	82%
LASTABILITY	90%
PLAYABILITY	91%

OVERALL 90%



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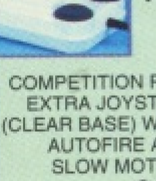


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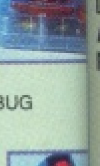
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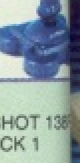
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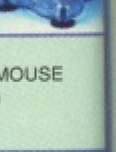
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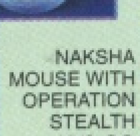
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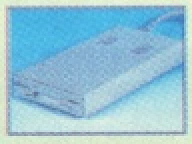
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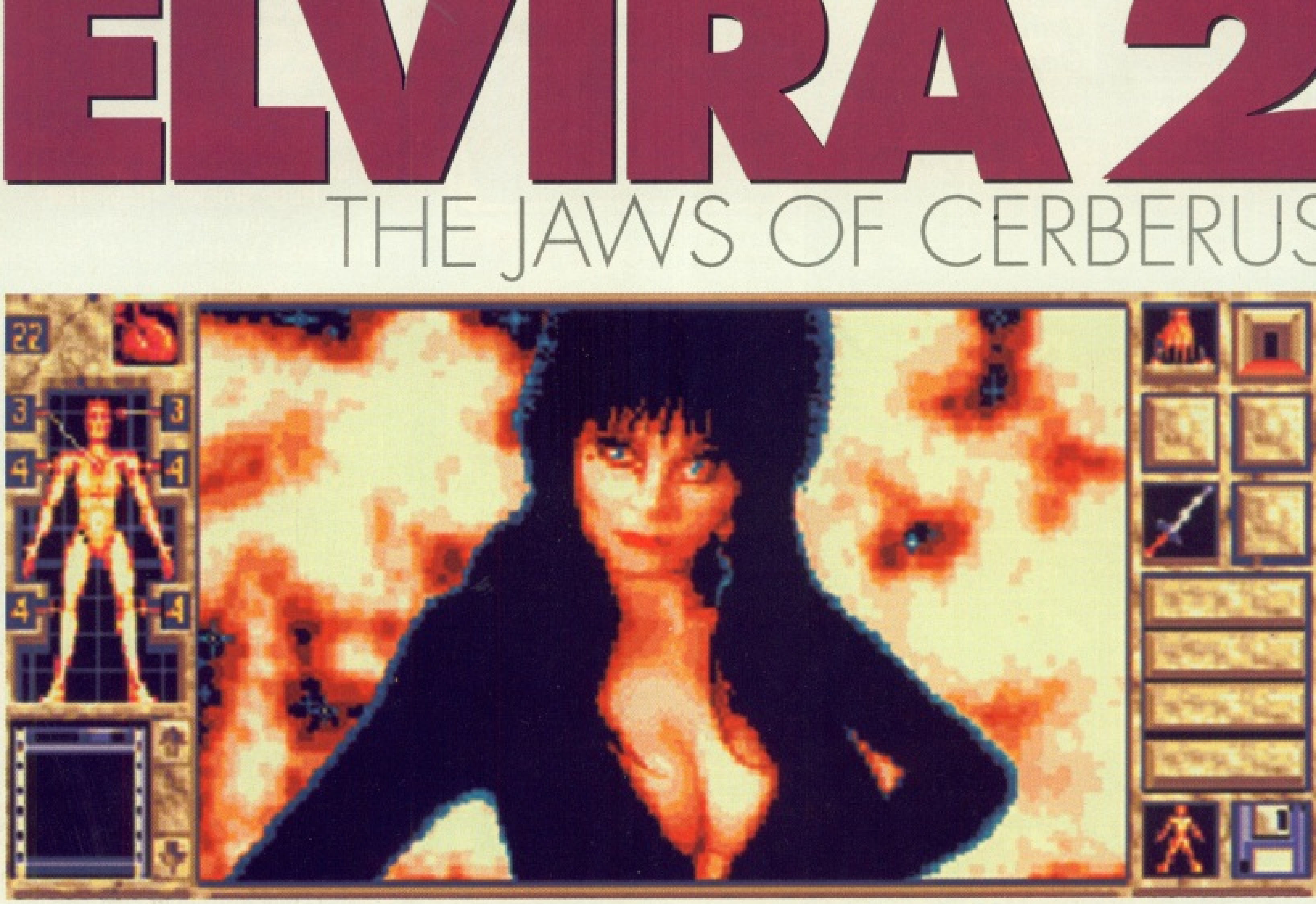
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ELVIRA 2
THE JAWS OF CERBERUS



Television celebrity, film star, chat show personality, media figure and merchandiser's dream come true. Elvira is all of these and the only avenue her hourglass figure hasn't explored, is that of pop star supreme. Still, Americans take their music a lot more seriously than we do these days, so perhaps that isn't a viable option. The Mistress of the Dark is back, however, and has found another niche.

Elvira's drifter days are over and she's launched her very own Hollywood film studio. Unfortunately, Elvira has been kidnapped by Cerberus, a 60ft tall three-headed demon out for our damsel's blood. Your task is to follow the beasts' trail and rescue the dame before the world loses one of its greatest assets.

You can control one of four characters in the game: a stuntman, a knife thrower, a private eye or a computer programmer. Each has their own stats which are divided into primary and secondary sections. The first are major league and keep an account of the skill level you've attained in the game. These, in turn, affect the power of the spells you can cast and the damage they inflict. It also affects hand-to-hand combat and dictates whether you're a Mike Tyson or a Larry Grayson. Other major stats include experience points, which are needed to gain access to later levels, and, most importantly, hit points – the amount of damage you can take before joining that adventure playground in the sky. Whereas these statistics are the same for everyone at the beginning, the secondary stats vary with each character, but reference to the manual will sort the swish from the fish. Every avenue has been taken into account from weapon skills and accuracy to will power and resistance to poison, so choose carefully.

Elvira's studio is split into four stages. The first is a general runaround the complex to get used to the controls. Nothing really happens in these initial levels and, as you wander around



The collection of objects is an extremely tedious affair. Before your character can examine an object, they must be picked up first. As your inventory is limited to a finite number of objects, this means that useful objects may be dropped and forgotten in favour of complete junk. As the manipulation of objects is all-important, this should have been tightened up.

EXTRAS – READ ALL ABOUT 'EM One new addition to *Elvira 2* is the Seismic Activity Sensor. This handy gadget indicates any movement in the immediate vicinity of your character. However, it doesn't like movement and is useless when being shaken or tilted. Another advantage over the original is the ability to have more than one spell running at once. Thus, it's a good idea to get Lucky, Protection and Armour spells going when all that's between you and death is a rusty old pen knife

the different canteens, make-up departments, typing pools and costume departments, it's simply a question of collecting up anything that's not genetically spliced to its adjoining surface. This is one of the drawbacks with the system. The characters are severely limited in what they can carry and, after a few rooms, you're loaded to the gills with all kinds of junk. This forces you to create piles of garbage all over the complex which you'll have to return for when they're required. Additionally, not everything has an obvious purpose, though, which aggravates the problem, and you might discard an old bit of chewing-gum only to find that it's the last vital ingredient to a thermonuclear meltdown spell.

The simple point'n'click interface will be recognised by fans of the first game, although a few changes have been implemented. There's a comprehensive health screen depicted by a manikin to keep you informed of how your body's holding up. Each of your limbs can sustain an allocated number of hits. Exceed this and your performance will sufer. Lose a leg and you'll walk slower, an arm and your ability to carry objects will wane. A pulsating heart gives an overall idea of your health and welfare.

The other three sections take place over the studio's sound stages. Elvira is being held on one of these, but to free her all three will have to be explored. Walking onto a set is very realistic as its populated with lights, cameras and other such trappings. It's a pity the jaunty music kills the mood. Hiding behind the three doors are The Haunted House, The Graveyard and The Catacombs. Giant spiders, zombies, Frankenstein's Monster, and a host of other mutants await you before the night is out. You wont get far without spells so make sure you have enough of the vital ingredients to make them.

As RPGs go, *Elvira 2* is rather tame. There's so little to do, you'll soon be screeching out for a three-tentacled gargoyle to practice your dark arts on. Even the novel ideas, including a huge library where you can swot up on different monsters and how to defeat them, is dull. Who wants to thumb through endless books to get a few clues? The control method, where everything must be collected before it can be examined, slows things down further, and even the rare bouts of combat are boring. The first *Elvira* RPG combat system was accompanied by chilling sound effects and on-screen torso slashes. Most of the beasts in this game are just happy to slide off the bottom of the screen when defeated.





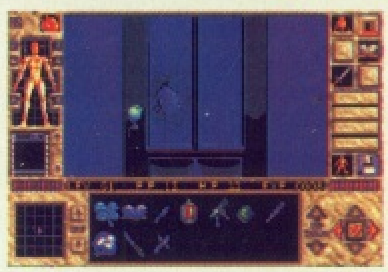
Searching the sprawling studio reveals that something is seriously amiss. Each of the five sets contains zombies, Frankenstein monsters, and crazed mummies. These aren't props, but real monsters who kill on sight. This is pretty much unavoidable and will usually result in a fight to the death – theirs, preferably.

It's a battle against time to save Elvira from meeting an untimely end, but even so, take time to explore every nook and cranny as there just might be something useful waiting to be discovered.

Once you've fought your way through the massive levels, it's onwards to a showdown with the evil Cerberus and the chance to save the day as well as Elvira's skin.



Combat is rare and, surprisingly, not as effective as that of the first game. Gone are the truly grusome scenes of the original, with blood-curdling groans and lots of on-screen hack'n'slashes, to be replaced with rather timid beasts who can be felled with one or two well-placed blows.







Elvira 2 covers seven disks, but swapping is thankfully kept to a minimum. Your movement is restricted to about five or six frames per load, but considering the number of objects in each room, the update is fast. The graphics are suitably dark and gruesome in parts, with some very detailed screens, but these usually cover up the fact that there's little to do in some sections.

For my money, however, I like a bit more excitement and a lot less expense. Elvira might be one of the most desirable women on the planet, but she'll just have to live without me this time.

Steve Keen

ACCOLADE £34.99

'Slice 'em and dice 'em RPG back from'

GRAPHICS	87%
SOUND	70%
LASTABILITY	69%
PLAYABILITY	76%

OVERALL 71%

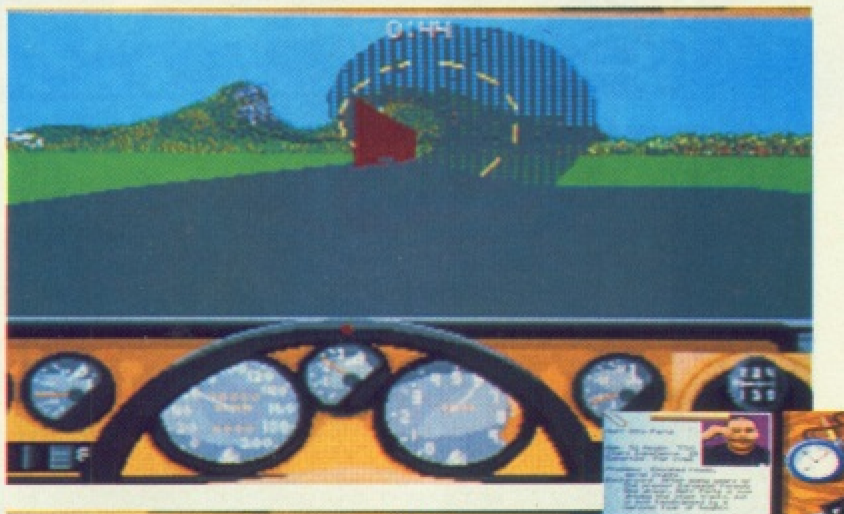
4D SPORTS DRIVING

The trouble with the majority of vector-based car games is that they are about as fast as a stalled Lada. All the thrills of cornering at speed are replaced by sluggish handling and jerky update – about as much fun as a stalled engine.

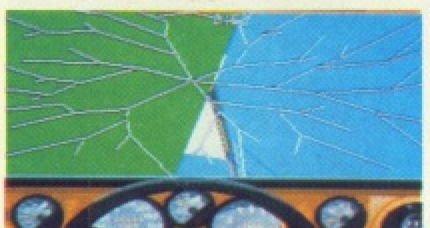
Noteable exceptions have included Microprose's excellent *Grand Prix* and Domark's *Hard Drivin'*, but other offering have been incredibly drab affairs. Not to be outdone, Mindscape have now entered the fray with a *Stunt Car* variant. If high speed stunts, coupled with a competitive edge, set your pulse racing, then *4D Sports Driving* is certainly worth a test drive.

Available cars range from a speedy Porche March to off-road racers such as a Lancia Delta or the less-exotic Audi Quattro. Road cars include the Lamborghini Countach or an Acura NXS and there's also an Arnie-style military vehicle, the tank-like Lamborghini LM-002. If you get fed up with the game's harder obstacles, you can always try demolishing 'em with this baby!

It's possible to either race against the clock or one of six opponents. These range from the accident-prone Bernie Rubber, who makes every race seem like a demolition derby, to the super-slick road-handling skills of Skid Vicious, a mean mutha who's learnt his amazing driving skills out-running cops in New York City. Tracks range from off-road racing conditions to tarmac courses and all are jam-packed with a wide-variety of loops, pipes, slaloms and jumps. Some of these are almost impossible to pull off as you've got to reach speeds of more than 100mph while turning the car through 360°. Some of the jumps are more like the Grand Canyon and others force you to take off at such an angle that you could be airborne for weeks before coming down the other side.







Once you've mastered the various stunts, it's then time to concentrate on honing your skills and improving laps times. For added longevity, there's also a track editor so you can devise your own courses and populate them with as many devious stunts as there is road.



The courses have been expertly put together and include just the right combination of stunts to make things challenging. Mastering the different stunts and courses will take time and the shortest path to the finishing line might not necessarily be the quickest. Don't think you can cheat by driving round the obstacles, either, as penalties are accrued each time you leave the track.

Luckily, you're aided in some of the trickier aerial stunts by a useful replay facility which lets you rewind events to just before you totalled the car. After you've pounded the game's six courses into submission and looped the loop until you're feeling sick, there's a neat track editor which allows you to design all manner of weird courses to test your driving skills to the absolute limit.

Unfortunatley, the game's vector graphics tend to reduce each car to little more than a slab of metal and I found very little difference in their respective handling abilities. Once you've driven off the road, a pointer flashes to guide you back onto the track, but go too far and you're left stranded in green fields and it can often be difficult finding your way back. A *Stunt Car*-type crane to hoist you back onto the course would have been a good idea as would beefier FX. The best thing about the game are the intuitive gears which make it easy to move up and down the gears at the press of a firebutton.

It's not as instantly playable as *Stunt Car Racer*, but its certainly fun nonetheless. The vector graphics aren't the fastest I've ever seen, but nor do they move at a snail's pace. If you've tired of Microprose's classic, then this is a welcome alternative offering a wide variety of stunts and some addictive gameplay.

Dan Slingsby

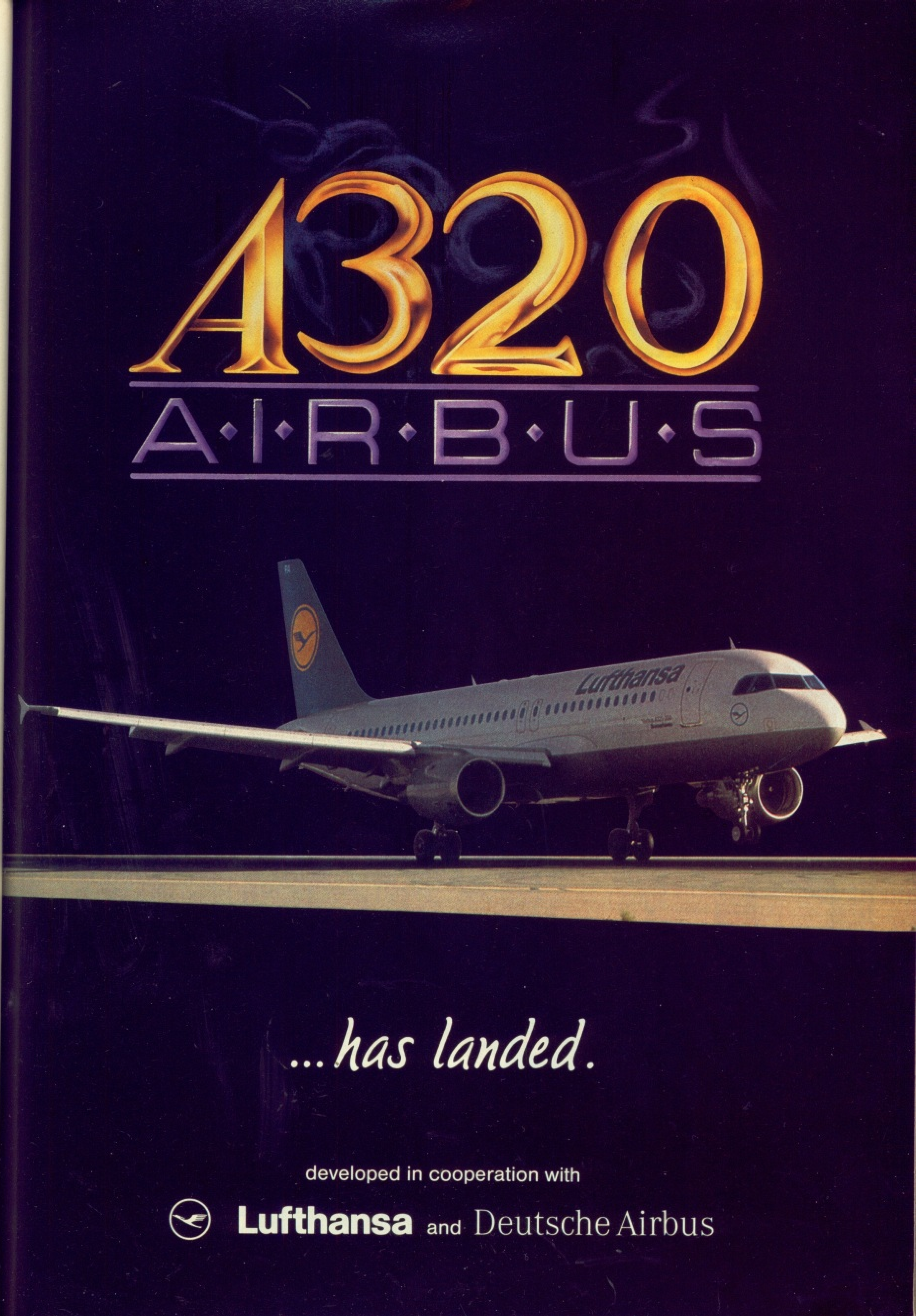
STUNTED GROWTH **Fans of Microprose's *Stunt Car Racer* will lap up (sorry) the tricks and stunts on offer in Mindscape's latest addition to their 4D Sports series. Whereas the ramps and roller-coaster design of *Stunt Car* have been replaced by a race across open roads littered with loop-the-loops and 360° tunnels, the basic idea is the same: press your foot to the metal, burn some serious rubber and make your car do Houdini-like contortions through some devilishly-designed stunts. Unfortunately, *Driving*'s joystick controls are just too responsive at times, sending you into massive skids and uncontrollable spins.**

MINDSCAPE £25.99

'*Stunt Car* variant with plenty of tricks. . .'

GRAPHICS	65%
SOUND	57%
LASTABILITY	79%
PLAYABILITY	78%

OVERALL 75%


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WILLY BEAMISH



Nostalgia's a funny thing. For instance, when I was a kid, I would have given my right arm for a pair of X-Ray specs. These promised that, if I parted with several chewing gum wrappers, I would be able to look at the bones in my hand or – and this is what I really wanted them for – through women's clothing. Of course, reality was totally different and, on borrowing a pair, the bones were just the result of an optical illusion and I grew up thinking that women's legs joined at the knee. The reason for this memory? Well, Dynamix's *Willy Beamish* is all about that 'difficult' age.

Spanning a ridiculous TWELVE disks, *Willy Beamish* is a point'n'click adventure following the fortunes of young Willy as he bungles his way through life. As a nine year-old, Willy's only aspiration is to enter the Nintari video game championships, and it is up to the player to help him realise this dream. Starting in the detention room in Willy's school, the player must use the mouse pointer to collect objects and select actions and answers from a series of menus.

Unfortunately, though, for every small action you perform, there is an inordinate amount of disk accessing which, even when running from a hard disk, interrupts the flow of the game enormously. In addition, although a number of options are thrown at Willy, mistakes are almost impossible to rectify and often lead the player into a dead-end situation.

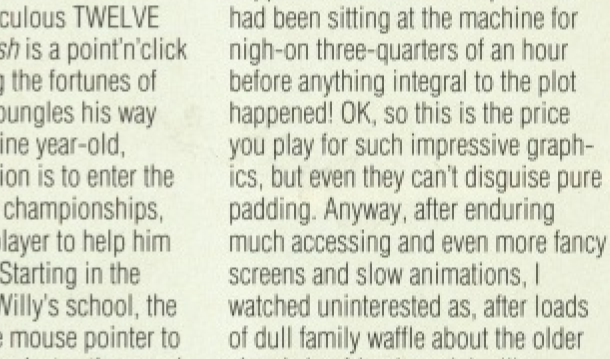
The linear gameplay revolves around picking the right answer at every key point, whether it involves helping your Mum (sorry, Mom) in the kitchen or faking a hall pass to skip a detention. However, everything happens at such a snail's pace that I had been sitting at the machine for nigh-on three-quarters of an hour before anything integral to the plot happened! OK, so this is the price you play for such impressive graphics, but even they can't disguise pure padding. Anyway, after enduring much accessing and even more fancy screens and slow animations, I watched uninterested as, after loads of dull family waffle about the older sister's boyfriends and the like, Willy's Dad announced he had been made redundant. Willy then has to come up with the entrance money needed to stake a claim in the Nintari championships and the actual adventure begins – along with a further series of screens and options.

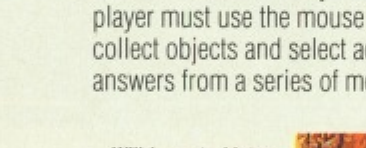
I really like the idea of basing a game on a nine-year-old's point of view, but *Willy Beamish* is bogged down with tedious loading and intermission screens. As you reel through the wads of waffle it is very easy to miss key clues, and stuff your chances of reaching the championships. Granted, the graphics, sound and the simple control system are excellent, but the continual accessing and swappingof disks ruins any real enjoyment.

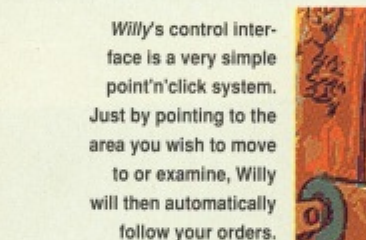
Steve Merrett

WILLY WIN? Guiding Willy's actions is simplicity itself. Using the mouse to guide the pointer, the arrow you control will change colour if there is something 'usable' in the vicinity. In addition, when the arrow comes near a possible exit, it will change to an exit sign indicating you can leave. To use objects, Willy has a satchel which contains everything he has collected, and using or giving an object is just a matter of clicking on the the required object and moving it to the place of use. In addition, by clicking on the right mouse button, the arrow icon changes to that of a magnifying glass which allows the user to survey individual objects.

Willy's control interface is a very simple point'n'click system. Just by pointing to the area you wish to move to or examine, Willy will then automatically follow your orders.









DYNAMIX £34.99

'Promising adventure but a poor conversion'

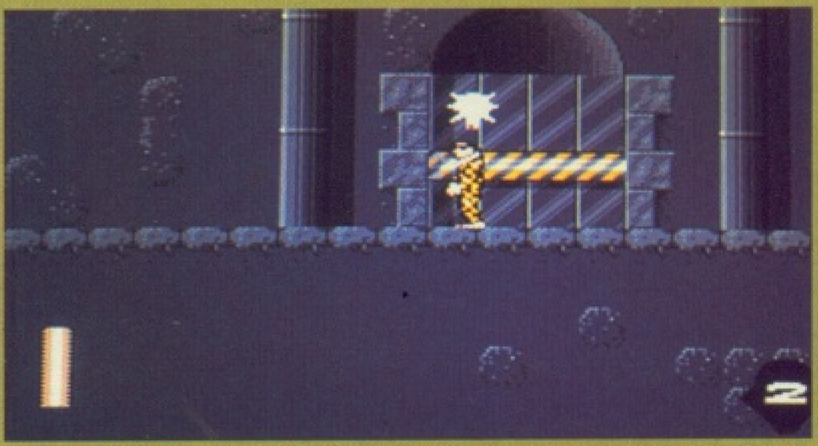
GRAPHICS	94%
SOUND	82%
LASTABILITY	35%
PLAYABILITY	31%

OVERALL 48%

HARLEQUIN

My dictionary describes a Harlequin as a 'stock comic character, a masked clown in a diamond-patterned costume'. What's more, the word is also the title of a box of chocolates and that metaphor probably sums up Gremlin's new platform affair better than the clown one. Like the chocs, *Harlequin* is rich and varied in its contents, from the Nut Cracknel delights of the *Strider*esque elements and the Caramel Whirl sensations of the *Impossible Mission*-like sections, the game contains elements drawn from practically every platform game that has existed – including *Hunchback*, no less! – and combines them into an excellent mixture. In fact, the only horrible Orange Creme bit of the game is the unfair nature of some of the more persistent nasties! Anyway, enough of this pretentious waffle, what we actually have here is another excellent platform game to add to the already-considerable pile.

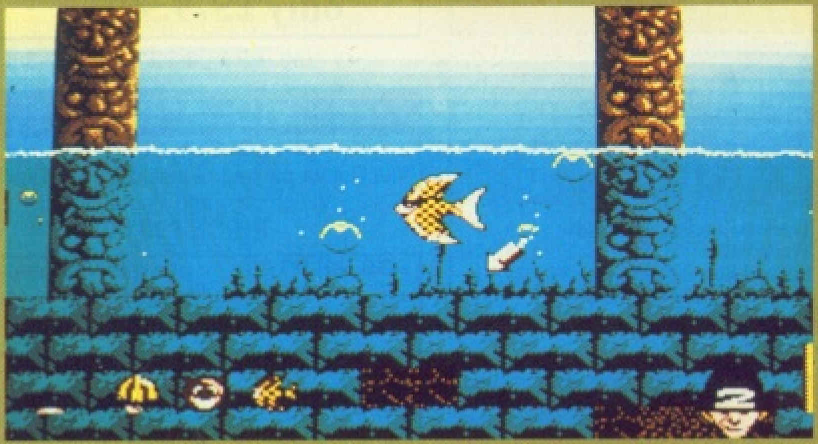
Set across twenty-three massive scrolling stages, *Harlequin* follows the adventures of the diamond-suited figure as he leaps, swings and runs across the platform-laden courses. The game's scenario is as odd as the prancing hero's dress sense, and tells of the Harlequin returning home to find his homeland of Chimerica desperately sick with a broken heart (personally, I didn't know that cities could have girlfriends – perhaps that's what those 'Twinned With' signs mean?). As a result, evil nasties have taken to patrolling the once-jolly streets and have sealed the area off. The game's packaging contains an ode which asks: 'Who could have done such a thing? How can Harlequin mend a broken heart? Where would he start?'. Answering the questions in order: that's what you have to find out; by scouring the levels for the four pieces; and at the bottom of the massive clock tower in the centre of the town. Standing at the darkened base, there is a barred door immediately behind the Harlequin, and this is the puzzle that introduces the player to the game's many ideas.



Clues as to how to complete a stage appear when you reach a blocked exit – from here you're on your own. . .



Certain Jack-In-the-Boxes grant Harlequin with a bouncy space-hopper which is necessary to reach some of the game's more inaccessible areas.



To bypass the underwater sections, our hero must transform into an Angel Fish – complete with diamond scales.



BOXING CLEVER Collecting the bonuses within the Jack-In-The-Boxes is the key to reaching the later stages. Each of the collected bonuses is only useful for a temporary period, though, so beware:

UMBRELLA – slows your descent when falling from a distance.

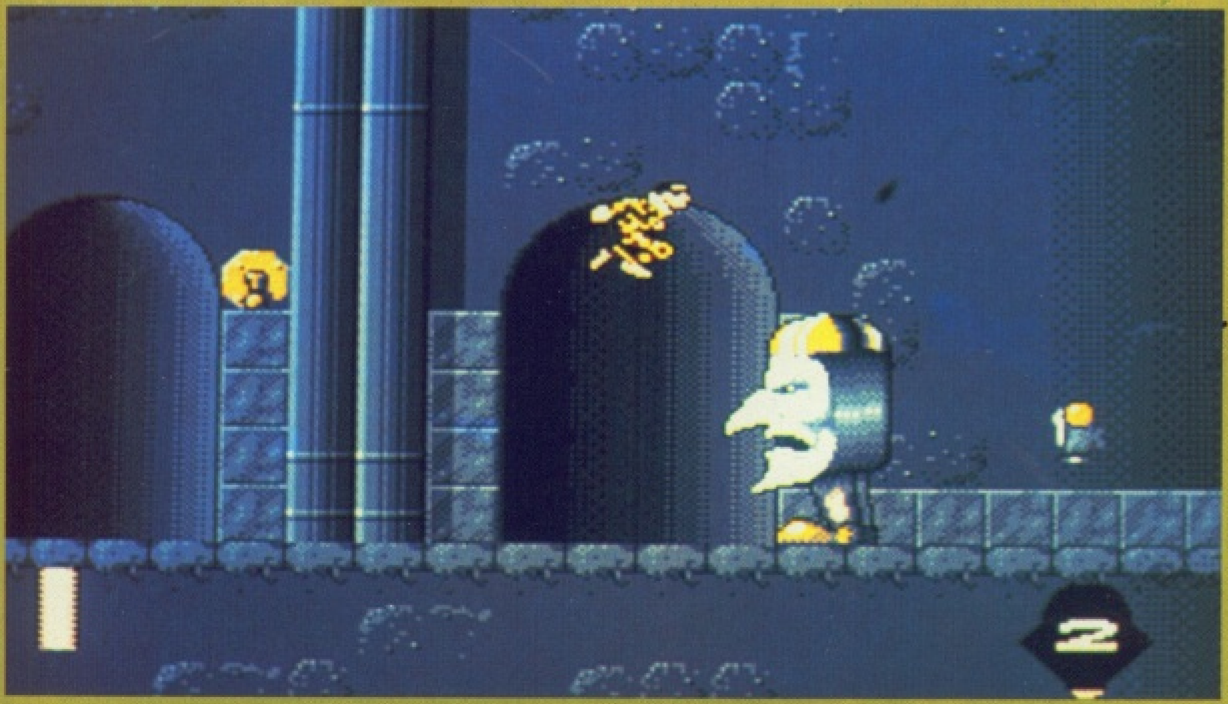
SPACE HOPPER – using this allows you to jump higher and crush any nasties you land on.

ANGEL FISH – transforms you into a snazzy chequered fish for those underwater scenes.

FIREWORKS – these circle Harlequin and kill anything they touch. Up to four can be held at any one time.

HEART – improves your firepower.

BURGER – gives a boost to your energy level.



Starting at the gloomy clock tower, three switches must be flicked before access to the clock's inner-workings is granted.

From the starting position, the screen scrolls in the customary eight directions, with the level's many platforms inhabited by manic clocks which drop from above and other larger baddies. These give way to an assortment of scorpions and the like on later stages, but contact with any of them saps the Harlequin's energy until one of his three lives is lost. Dotted among the dark backdrops, and quite easily missed by a speeding clown, are a series of insignificant-looking switches. These play a major part in the Clown's task, and flicking them will alter a section of the screen, rendering it accessible – for instance, a platform may appear to bridge a chasm or start to move. Thus, by flicking these and performing specific tasks, the Harlequin is taken further into the massive adventure.

As you get deeper into the game, the backdrops change to depict TV Wonderlands, buildings made of playing cards, and eventually lead into a land made up of sheet music where the final confrontation awaits. To protect himself from the aforementioned energy-sapping alien presence which adorns virtually every ledge and platform, our hero is armed with a rather nancy set of hearts which he can use to blast a path through their waves – the power of love, I suppose. Initially, however, this weaponry proves to be rather ineffectual but help is at hand in the shape of a series of Jack-In-The-Boxes which, like the switches, make regular appearances across the levels. On touching these, they spring open in a flurry of goodies, and grant the Harlequin with one of six bonuses. As well as the usual extra weapons, and health, you are given an unlikely selection of space hoppers, umbrellas, and the ability to transform into an Angel Fish – complete with chequered gills, no less!

Harlequin is the first game from newcomers, The Warp Factory, and it's an impressive debut. Whilst the actual clown sprite is small, he is particularly well-animated and is also easy and responsive to control. Throughout the game, there is a dark mood which offsets the colourful graphics nicely, and although the many backdrops could never be described as dull, the use of shadows gives them a doom-laden feel. As mentioned, *Harlequin* draws ideas from dozens of games: he swings to and fro just like that coin-op veteran, Hunchback, he climbs angled walls better than Hru Strider, and some of the tortuous later stages would give Mario a run for his money. In fact, the more I play *Harlequin*, the more I like it. It abounds with pleasant little touches (the screen fades out in the shape of a heart, for instance), and, more importantly, has got what it takes in the playability stakes. It's one of the biggest and most fun to play platformers I've seen for a while, and whilst that phrase has been overused in the last few months, *Harlequin* will outlive most of its kind. It's polished in every respect and, unlike most of the new platform genre entries, it also has a bash at originality. To return to my sweety metaphor at the start: it's choc-ful of goodies!

Steve Merrett



The backdrops change from the dark clock and its workings to gaudy jigsaw worlds and lands made up of playing cards. In addition, the aliens get increasingly harder to fend off, and the protection of the swirling fireworks will prove invaluable.



The Harlequin can get about using whatever comes to hand – including death slides and kites. The kite acts in a similar way to the umbrella, but the death slide requires the clown to locate its hand-grip before zooming down to the other end.





GREMLIN £25.99

"Superb platform fare – highly recommended..."

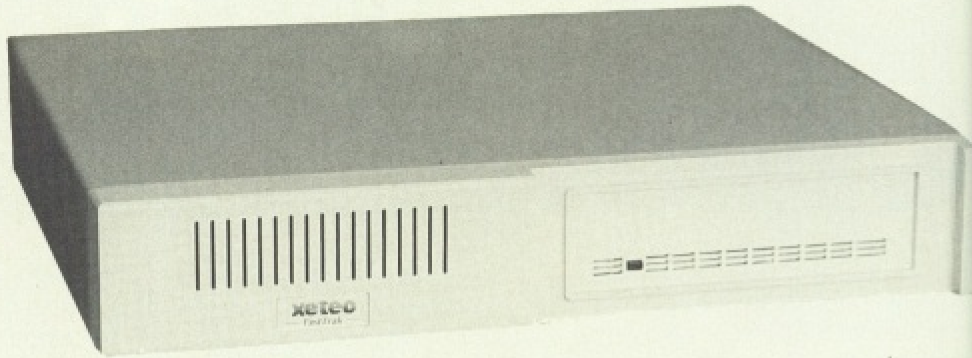
GRAPHICS	86%
SOUND	80%
LASTABILITY	93%
PLAYABILITY	91%

OVERALL 91%

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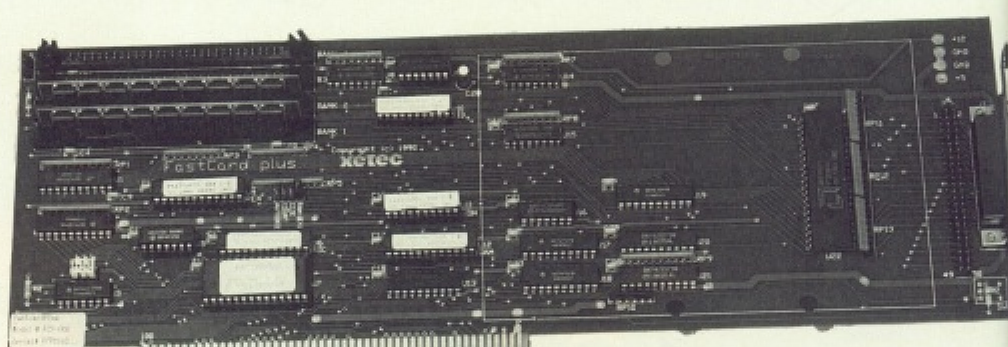
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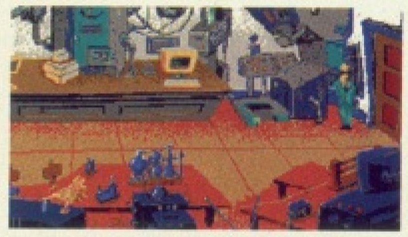
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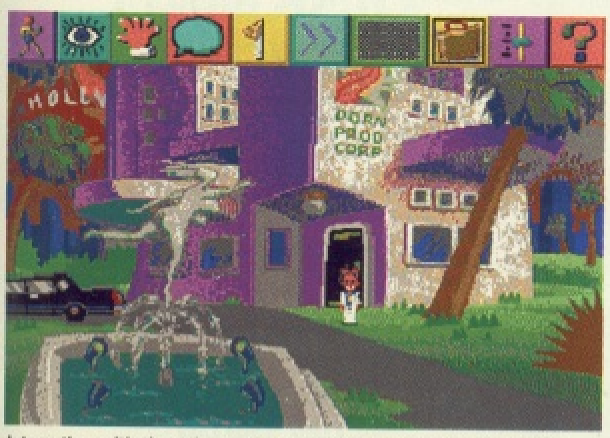
LEISURE SUIT LARRY V

THE OLDEST SWINGER IN TOWN Dressed in his best white leisure suit, Larry Laffer has been 'on the pull' for nearly seven years now. From his early days as a stick sprite, Larry has had more than his fair share of bad luck in love. The first game was spent in a vain search for romance (starting in seedy bars and... well, staying there, really!), whilst the further adventures saw Larry's luck starting to improve as he won a cruise on a 'Wheel Of Fortune'-style TV programme, before getting shipwrecked on a mysterious island. It was here, however, that he met Patty – the only woman for him (more or less!). Their adventures have taken them apart again – but not for long if Larry has his (wicked) way...

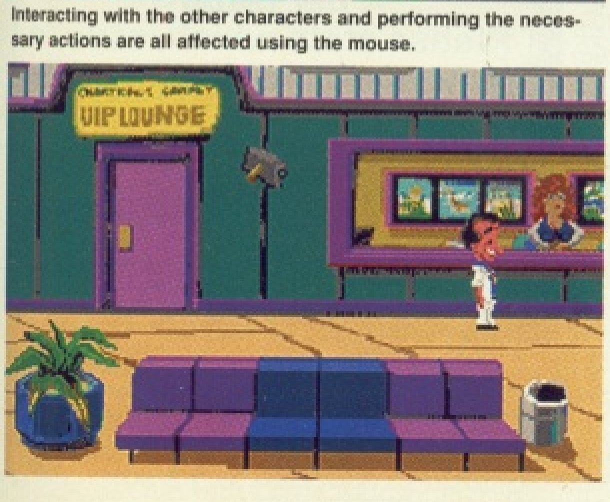


I've been a fan of Larry Laffer's antics ever since I first saw him strut across a grainy ST screen, and each successive adventure has taken the games one enjoyable step further. This, the fifth in the series, has now done away with the text entry system of the past games, and, most notably, Larry has changed from a white-suited stick figure to a swaggering nerd – complete with bald spot.

Al Lowe's Larry character resembles someone we all know, and his adventures as he tries to bed countless women are akin to the Carry On series of films. This time, he shares the billing with the Passionate Patty character who appeared in *Larry III*, and who is the nearest female equivalent to our hero you are ever likely to meet. We are re-acquainted with Larry as he skivvies away for a Mafiosa-style bunch of TV net-workers. With their subliminal messages and porn videos losing sales to cable TV, their Mr Big cracks the idea of coming up with a 'Blind Date'-style show where the nerdy host must locate and bed the sleaziest old boiler in America – the nation will then be outraged, and the under-the-counter market for the series will boom! If ever a person was destined for the job, Larry's the man. Thus, armed with the names of the three proposed contestants, Larry must jet off to each destination in search of a couch to cast them on. Meanwhile, Patty has been fired from her singing job, only to be approached by the FBI to crack Mr Big's plan. Thus, as the plot switches between the duo's hapless escapades in a series of object-related puzzles, they eventually meet up to crack a plan which will, hopefully, mean that everything works out nicely – possibly resuming the romance neither can remember from the last game, too?



Interacting with the other characters and performing the necessary actions are all affected using the mouse.



Apart from the improved and simpler control system, there's not a lot left to be said about *Larry V*. Fans of the series know what to expect, but this sequel seems to be slightly easier than the previous adventures. Graphically and sonically, it's the best yet, with plenty of hidden in-jokes and saucy postcard humour which just misses the 'too risky' mark (the ability to raise the 'filth' level is sorely missed, though). The plot, however, is a little uninspired compared to the tropical paradise and spies mix, or the sheer pulling japery of the first games. A little pricey at its thirty-five quid tag, I came away from *Larry V* neither particularly impressed or disappointed. It's still a cracking yarn, and one that I think will end up in many a casual adventurers' software library. It certainly deserves to.

Steve Merrett

DISK-ASTER! Warning! Those of you who will be running *Larry V* from a floppy-based system are warned to try the game out first. A lot of swapping is involved, and disk changes occur between virtually every screen – and this can prove most tedious. You have been warned...

SIERRA £34.99

'Larry's lost none of his fabled pulling power'

GRAPHICS	86%
SOUND	79%
LASTABILITY	80%
PLAYABILITY	83%

OVERALL 82%

A BIT ON THE SIDE (A.B.O.T.S)

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(C) Denotes that this title is for children

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LDP30	SHYMER * (C) text/graphic adventure
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LPD40	SPRITE BANK EDITOR
LPD41	RESCUE
LPD42	X-STITCH * embroidery
LPD43	LAZERZONE *
LPD44	FORMULA ONE CHALLENGE * manager game
LPD45	MUSIC BOX * learn music
LPD46	MAGPIES CLIP ART I
LPD47	DIRTY CASH V106 * great fruit machine

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DYNA BLASTER

You've got to hand it to the Japanese. The Land of the Rising Hi-Fi Stack consistently pumps out some of the best computer and video games in the world. Nearly all the coin-op and console manufacturers are based in Japan and both Mario and Sonic are household names whose games are guaranteed to sell in their millions.

Here's another brilliant Jap game that originally appeared on the hand-held PC Engine, was revamped for the arcades, has just been released on the Game Boy and which has now found itself converted for the Amiga. The contrived scenario has you donning your best pair of moon boots and an over-sized fish-bowl space helmet in your quest to rescue your girly from the clutches of an evil wizard who has kidnapped her to be his eternal slave. However, to reach the wizard's far-away castle involves a trek across forests, mountains and rivers and all the time the wizard's minions are out for your blood.

It's a typically cute affair set over a marathon eight levels made up of 64 separate stages. Each one is populated by an army of nasties enclosed in a maze-like arena. Armed only with an unlimited supply of bombs, you have to blast your way through the maze, blowing the legion of ghouls and blob-like beasts to smithereens as you progress. Each stage has a hidden transporter burried beneath one of the many granite blocks littering the maze. Once all the nasties have been blown away, it's then a mad dash to find the teleporter and thus reach the next level.

There are a wide variety of nasties to blow up. Some aimlessly wander around the screen while others are more intelligent and will hunt you down. There's also one special power-up hidden in each maze. These can increase the number of bombs you can drop, the length of their blast or give you the option of detonating bombs via the space bar. This last option is particularly useful for planting a series of bombs and carefully triggering them when the nasties rush by. There are also a pair of skates to increase speed, a special icon which allows you to move through the granite blockers and various extras such as lives and time.

Every eighth stage there's a special bonus maze which involves some super uglies which have to be repeatedly blasted before they're reduced to a crispy cinder. The final level involves a showdown with the wizard and his henchmen in a manic dash around an uncluttered maze.

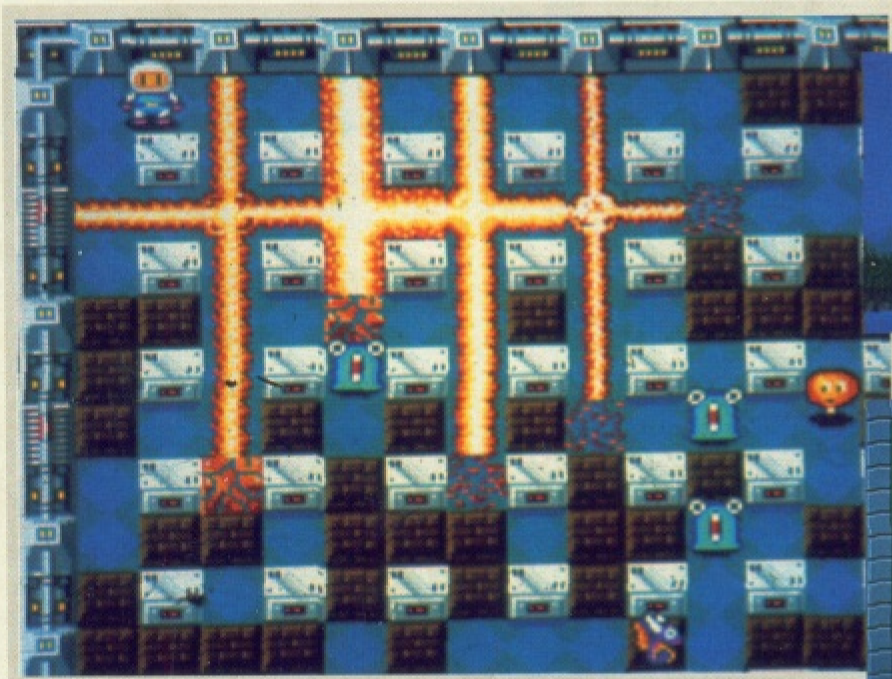
As with all such games, *Dyna-Blaster* really comes into its own as a two-player game. This involves a Spy vs Spy dash around a maze as each of you attempts to plant bombs in each other's path. There are power-ups aplenty and the action really is fast and frantic. Even better is a three-, four- or even five-player option thanks to a special joystick adaptor that comes with the game. This plugs into the parallel port at the back of the machine and gives the game a whole new dimension when there're five of you battling it out.

Admittedly, the random mazes of the one-player game do become boring after a while, but the multi-player games more than compensate for such shortcomings. A great game.

Dan Slingsby

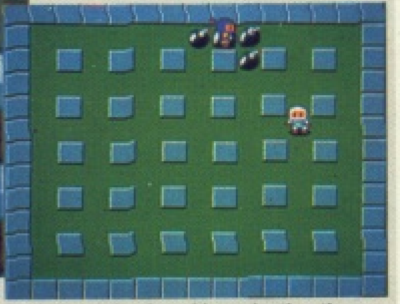
I'M TURNING JAPANESE

If *Dyna-Blaster* looks familiar, that's because it's based on the best-selling PC Engine game, *Bomber Man*. Quite why the name was changed for the Amiga market is a mystery, but what is evident is that all the playability of the original has been retained. Let's hope we'll soon be seeing other NEC console games being converted for everyone's favourite home computer. Likely candidates might include the PC Engine's very own Mario-type character, Bonk, and the blistering shoot 'em up, *Gun Head* (known as *Blazing Lazers* in the States), with more amazing power-ups than *Xenon 2*, *R-Type* and *Z-Out* combined!





The evil wizard's castle is stuffed with his equally-evil henchmen.



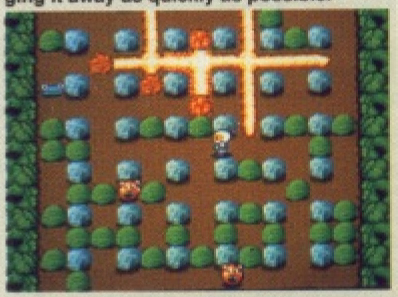
Each bomb is placed by selecting the spot, pressing the fire-button and legging it away as quickly as possible.



Be careful not to plant a number of bombs in the same area. When one detonates it's more than likely to set of a chain reaction!



Unfortunately, due to each stage being randomly generated, some games give you no chance with the nasties being placed right by your side.



Despite a four-minute time-limit, there's ample time to complete each stage.

UBISOFT £30.99

'Drop'n'run game that'll go down a bomb. . .'

GRAPHICS	82%
SOUND	78%
LASTABILITY	90%
PLAYABILITY	81%

OVERALL 84%

INDY HEAT

Simplicity is often the best policy in the games world and you can't get much simpler than *Indy Heat*. The heir-apparent to *Off Road Racer*, *Indy Heat* is an exact replica of its coin-op cousin, the only difference being the reduction in participating cars from five to four and the omission of a five-foot six hardwood cabinet.

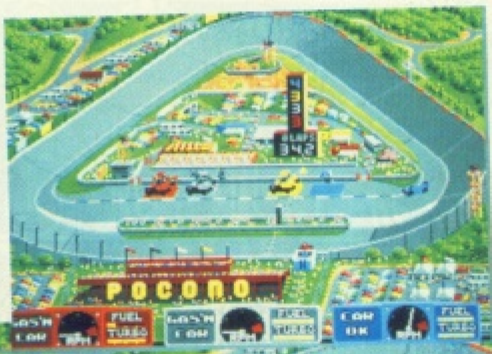
Although four cars can compete in each race, there's only a couple of joystick ports on the Amiga so some poor soul's going to have to use the keyboard while the fourth car is computer-controlled. The controls are easy, and that's no mean feat considering the transition from foot-pedalled coin-op to home computer. Once you've grown accustomed to the joystick controls replacing the natural curve of the steering wheel and the fire button replacing the foot pedal, you'll be racing like a real pro in no time.

Ten tracks are on offer and, as these can be raced both clockwise and anti-clockwise, you've essentially got 20 tracks on which to burn rubber. Each competitor is awarded prize money depending on their placing and this is used up in an extras screen that would put Halfords to shame. Extra brakes, super grip tyres, quicker pit crews, souped-up engines and life-saving turbos can all be bought in the shop after every race.

Races take place all over America, from Illinois to Kentucky, and with each location comes an ever-increasing number of laps to complete. Things start off gently enough with a mere five, but by the time you've reached the top of the table there's a gruelling 12 to be raced over. You might think that the tiny sprites don't do the racing justice, but they move smoothly enough and, when they've taken too many hits, they actually burst into flames leaving bits of bodywork all over the track. It's here that the driver's cunning comes into play, as the cars can only stand a few hits before they need the pits. First you are warned by your mechanic holding up the pit card. If you ignore him your pit crew will shout for you to come in for repairs. Choose to ignore them at your peril, as without the vital repairs you'll be reduced to a shuffling wreck. All the drivers are susceptible to damage and, if you choose your stop at the right time, you can ram them off their line squashing the pit crew with a gratifying crunch!

The music and sound effects that accompany the game add considerably to the proceedings. Considering the unplayability of most racing-track games this one is an absolute gem. If you haven't got a friend to race against, it will lose its charm in the end, but until then you'll have a blast.

Steve Keen



If you can't get ahead honestly, cheat! The computer will if it gets a chance, so get in there first.



COINING IT

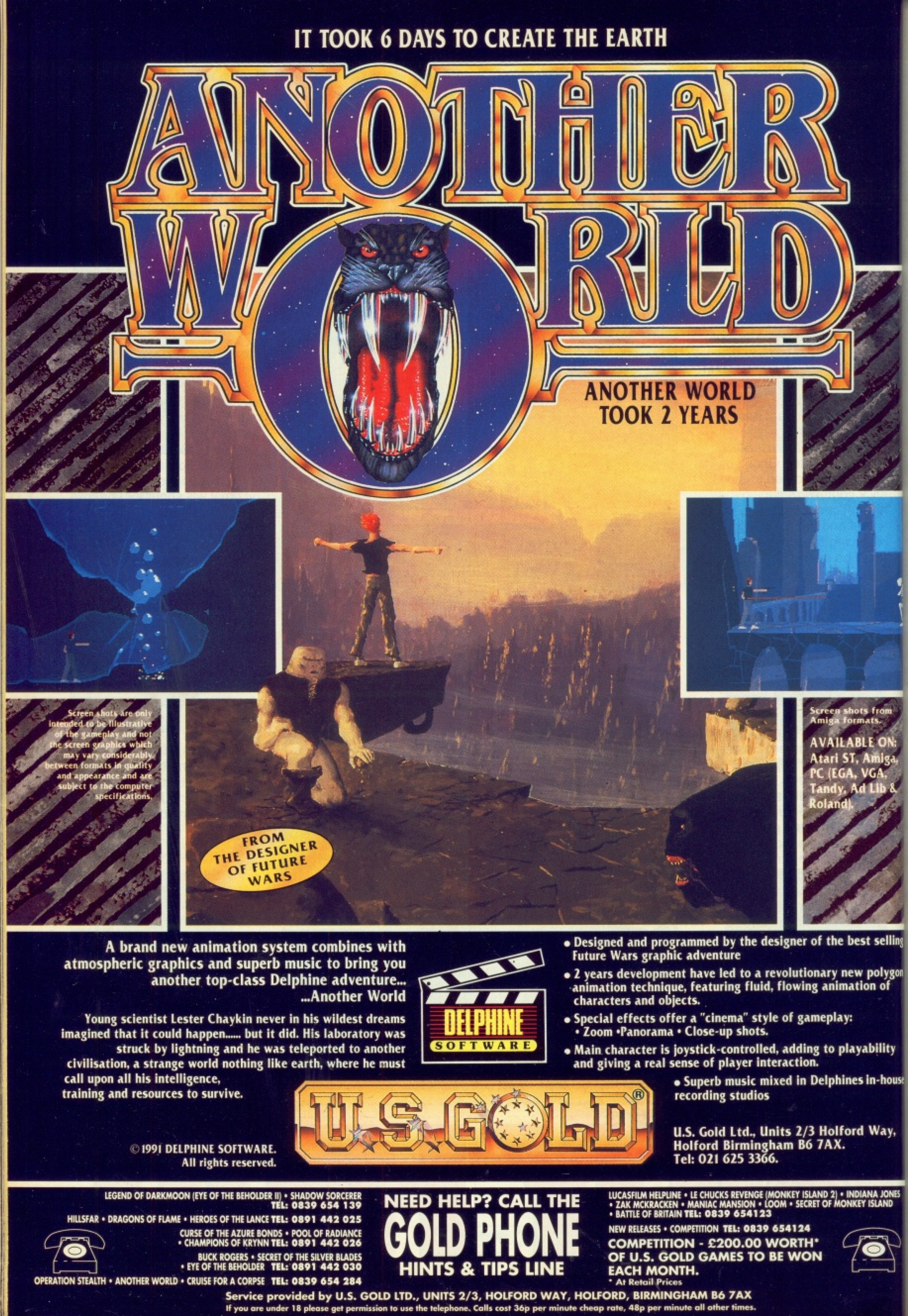
Each player gets three credits and three coins. If you lose a race you lose a coin and, when all the coins are gone, you lose a credit. When the coins run out all those fancy add-on turbos will return to normal and you'll have to start from scratch.

STORM £25.99

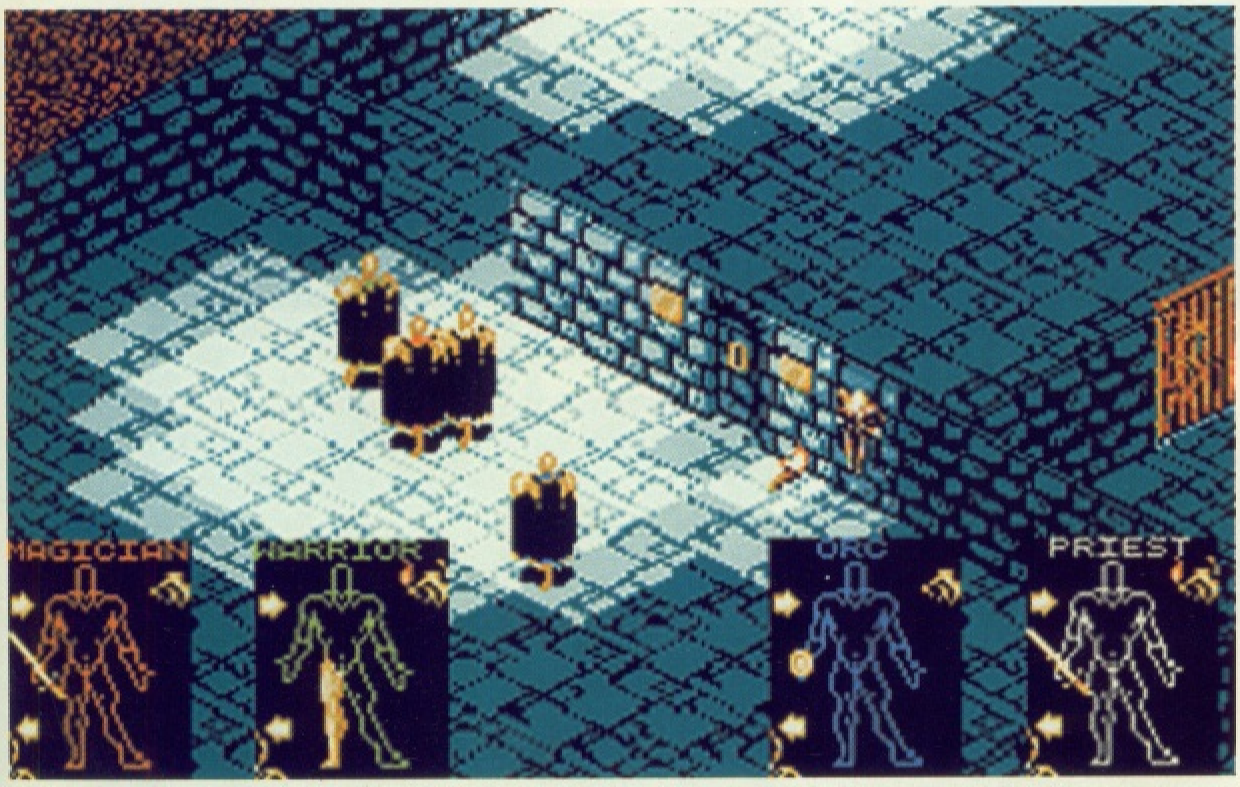
"Competitive racing with an edge. . ."

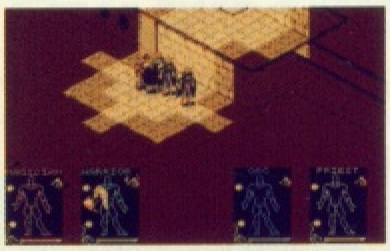
GRAPHICS	76%
SOUND	80%
LASTABILITY	76%
PLAYABILITY	80%

OVERALL 80%


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SHADOWLANDS



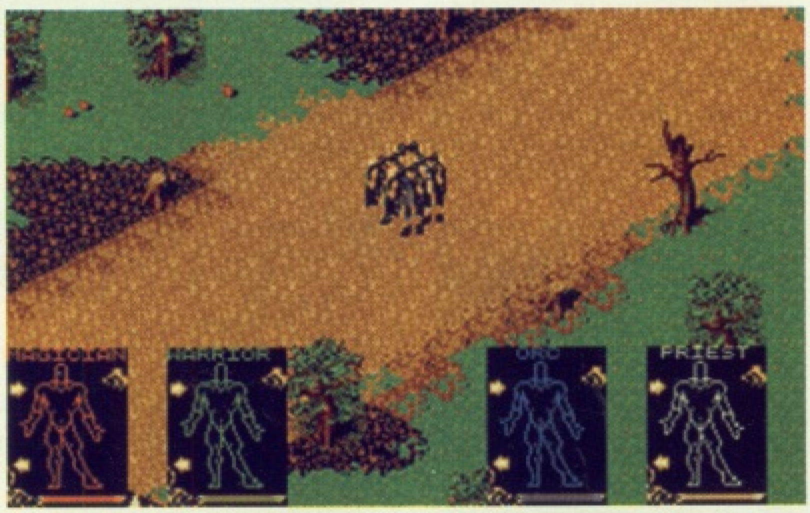


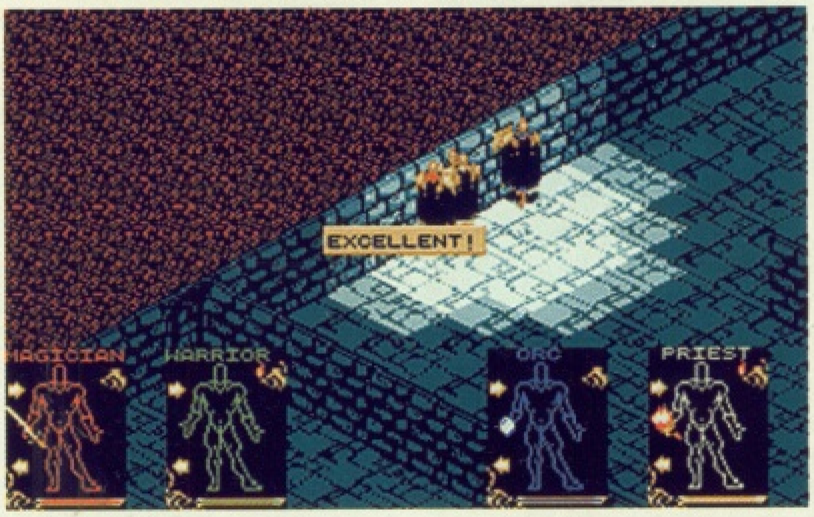
Above: Here's Photoscape in all its gloomy glory as your party sets out into the dimly-lit Egyptian level.

From converting coin-ops to developing RPGs might not be the most logical of moves, but London-based Teque are hoping they've managed to make the transition and designed the ultimate in Amiga role-playing games. With the likes of *Dungeon Master, Might and Magic, Phantasie IV* and *Chaos Strikes Back* already available, it's a brash claim to make but, here, after months of hype, is the proof of the pudding.

Killed by the evil forces of the Shadowlands, your spirit has miraculously remained intact. With your village torn asunder and your family slain by the apocalyptic warriors of the region, you swear revenge upon the bloody reapers. Boosted by strange supernatural powers, you have possessed the minds and bodies of four unfortunate travellers and enlisted them in your campaign to exact revenge.

The four travellers under your control have random combat, magic, health and strength ratings. There's also a neat identikit feature whereby each character's facial characteristics can be built up from a number of different chins, eyes, hairstyles and hooters. The Japanese-style graphics used here are a recurrent theme throughout the game and certainly make a change from the European-inspired graphics of *Eye of the Beholder* and *Dungeon Master*.





As the game progresses, the puzzles get more and more complex. At first, they involve merely a combination of levers, weight sensitive pads and keys. Later, there's a particularly nasty one which involves the attempted murder of one of your party in order to make any progress!

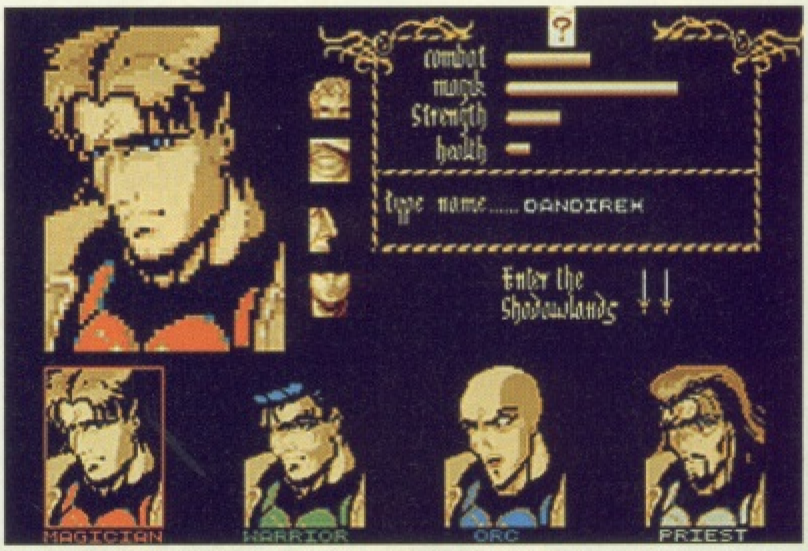
The game begins in an apple orchard, with plenty of fruit, sticks and even a discarded bow and arrow to collect. It's best to scoop up anything that's not bolted down as you never know what might be useful in later levels. There's nothing on this level to cause any problems, except for a few vicious crows, but once you've entered the dungeon complex the bad guys come thick and fast.

This is also where Teque's much-touted Photoscape lighting technique comes into play. The main light source in the dungeons comes from a number of burning torches, with each one throwing out an arc of light. This lights up the immediate area, but leaves the rest of the dungeon dimly lit and receding into darkness. It's not just a gimmick, though, as many of the game's puzzles are light-activated and the darkly-lit surroundings also help create a dark and foreboding atmosphere which permeates much of the game.

Even when it's completely dark, it's still possible to make out the silhouettes of enemy warriors as they prowl the corridors and labyrinths of the strange underworld, but some of the more important weapons, spells and ➤



The Inventory screen: Here you can stash all your goodies. Be careful not to overload your men, however, as they'll strugle to keep up with the party.



The identikit screen at the start of the game lets you alter the facial characteristics of the four travellers as well as tinker with their combat ratings.

SHADOWLANDS

puzzles might be left undiscovered. A hints-based tips system is also rendered inoperable if you run out of torches, as the helpful information can only be accessed when the placards on which they appear are illuminated by torchlight. Lose all source of lighting, and you'll be well and truly stuck. Moreover, some of the samurai-type warriors wandering the levels are attracted by fiery torches, whereas others are frightened off.

Shadowlands adopts an isometric 3D view of the proceedings similar to Core's *Heimdall*. This reinforces the idea of your detached soul watching and guiding the four adventurers throughout the game. What stands out most of all, though, is the incredibly simple user-interface with an impressive array of commands at your disposal. Each character can pick up and throw objects, read clues, engage the enemy, and perform various functions simply by the click of a mouse button on their skeletal forms at the bottom of the screen. For example, by clicking on one of the legs it's possible to guide the character around the screen. It's an incredibly simple control method and works a treat.

There are six main levels to the game with some containing several more sub-levels. The dungeon world is first and is populated with a fearsome array of warriors and suicidal sword-wielding maniacs. Next up is a maze-like level based on the famous Hampton Court maze and patrolled by rabid dog-demons and tough-but-dim warriors who have the reflexes of a slug. An Egyptian level immediately follows and, whilst providing a refreshing change in graphics, is chocful of beasts ripe for the slaughter and some quite devilish traps and puzzles. The game finishes on a high-note with a gigantic cave system to explore.

My only real quibbles with the game are the 'burst' scrolling and the main sprites. As each character wanders near to the edge of the screen, the action is recentered around the group, and this is painfully slow at times. The main character sprites are also slightly disappointing and look more like spindly pipe-cleaners than the chisel-jawed heroes that you'd expect. But this really is nit-picking and the game's many plus points far outweigh any criticisms I can levy at the game.

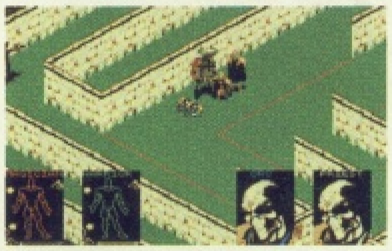
Admittedly, there's little in the way of character interaction except for a fist in the face, but what we've got here is a contender for the RPG crown and a thoroughly engrossing and entertaining game to boot.

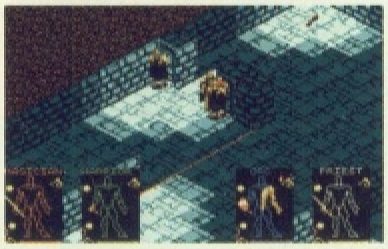
Dan Slingsby

TREE-MENDOUS

For those who want a bit of extra protection as they enter the Shadowlands, there's a couple of treasure chests secreted in the apple fields of the first level. These are jam-packed with swords and magic fireball spells and enable you to cream virtually any creature who is foolish enough to attack your party in the first few dungeons. So where are these handy war chests? If you manage to find the 'Welcome to Shadowlands' statue (not difficult as it's just off the main mud track), walk to the tree directly on the right. Having first picked up some of the fallen apples, chuck a couple at the tree and, voila, two weapon-packed chests magically appear. Don't walk into the vortex that also appears, however, as you'll be ripped to shreds.







Left: The Hampton Court-style maze will have you going round in circles. It's full of dead-ends and muscle-bound soldiers who like nothing better than a spot of gratuitous GBH.
When a character gets too close to a wall he doesn't become hidden from view – the wall temporarily dissolves so you can see what's going on.

AMIGA SPEC

MEMORY REQUIRED	512K
SCREEN SIZE	320x200
COLOURS ON SCREEN	16
LEVELS	15
DIFFICULTY LEVEL	8
NUMBER OF PLAYERS	1
DEVELOPMENT TIME	15 MONTHS

DOMARK £29.99

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GRAPHICS	85%
SOUND	60%
LASTABILITY	92%
PLAYABILITY	89%

OVERALL 91%


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ABANDONED PLACES

Hungary isn't noted for a great deal apart from Goulash and the occasional revolution. Its latest fad, though, is computer programming, and this is one of the first Hungarian games to be released in the West.

At first, *Abandoned Places* seems to be a run-of-the-mill RPG. Indeed, it's very reminiscent of both *Dungeon Master* and *Captive*, but has enough originality to escape being labelled a rip-off. The plot centres around a group of heroes who have been imprisoned in a tomb for the past 900 years. During their extended vacation, the surrounding kingdom has fallen prey to dark forces, plus all the usual malarkey, such as two-headed calves and failed crops. At last, though, someone has come to free you from your rocky tomb, and without an inkling as to what's really happening you set out to save the world.

Unlike most RPGs, there's no character generator, so you'e stuck with a choice of ten preset adventurers. What's worse is that you're not even given a list of their stats, so you only find out who the duffers are through trial and error. It's a pity really, as building your own team is a lot more fun.

The in-game control system is comprehensive, if a little awkward at times. Selecting spells, for instance, can be difficult during combat: you must ensure the right character is facing the right way, and then scroll through a list to find the appropriate enchantment. A character is equipped by dragging an object over their body, while weapons are placed in hand icons. Clicking on the arrows in the left of the screen steers the party. Objects are collected by clicking on them and dragging them into the character's inventory. Similarly, to use an object you have to take it from the inventory and place it over the target. Unfortunately, when holding an item you're not told what it does. This is rather annoying, but you'll soon get the hang of jumping in and out of burning rooms to see if your latest find is actually a fire-protection ring or some other trinket.

The graphics are very elementary. Many of the backdrops are rehashed for later and some of the creatures are laughably bad. The attractive still screens that appear when a major event happens, though, are minor saving graces.

Don't let anyone kid you, size IS important, and *Abandoned Places* is big. The initial dungeons ease you into the game, but the later areas make it the largest RPG I've played.

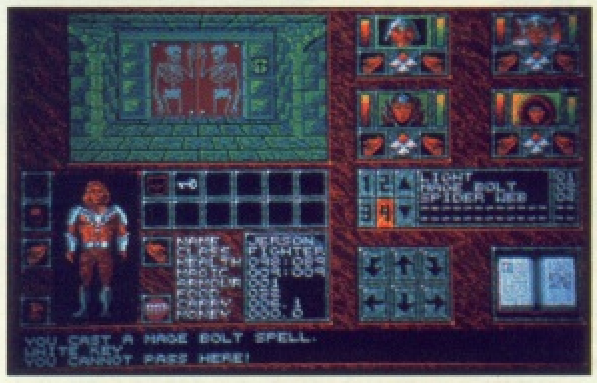
For all its inadequacies, *Abandoned Places* sets a worthy challenge. An animated intro sets the scene and, after that, information is scarce. Once you've escaped from the first dungeon you'll realise how big the game world is – there are dozens of towns, dungeons and quests to discover. It's a bit rough around the edges, but *Abandoned Places* has all the essentials that makes a worthwhile RPG. Check it out if you're after a real challenge.

Mark Patterson

AMIGA SPEC

MEMORY REQUIRED	512K
SCROLL SPEED	N/A
COLLISION DETECTION	N/A
COLOURS ON SCREEN	16
LEVELS	1000s
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	100s
NUMBER OF PLAYERS	1
GRAPHICS STYLE	SIMILAR TO DUNGEON MASTER
SOUND	AVERAGE MUSIC/EFFECTS

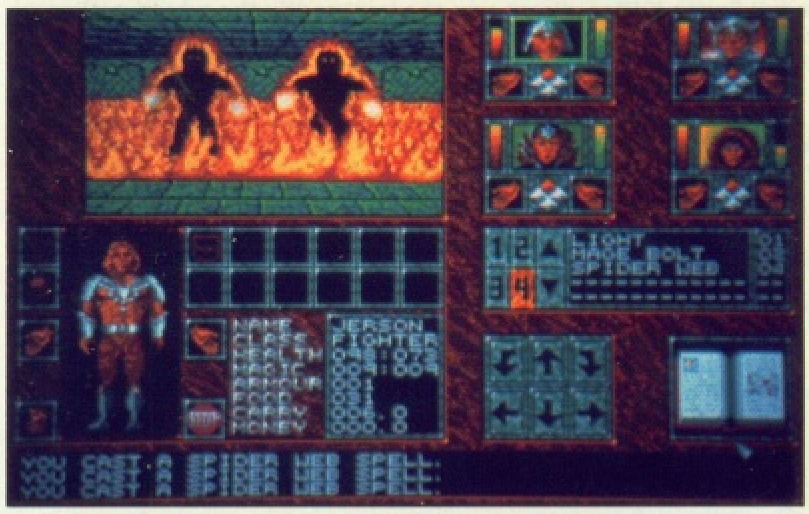




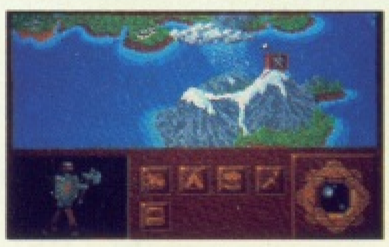
There's nothing original about the graphics or use of perspective; but what *Abandoned Places* lacks in pizzazz it more than makes up for in VFM. The maps for this game is massive.







Selecting spells for use in combat involves scrolling through a hefty inventory.



The dungeons in *Abandoned Places* were inspired by the labyrinths that run under the old city of Budapest.

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"All the essentials of a worthwhile RPG. . ."

GRAPHICS	65%
SOUND	74%
LASTABILITY	90%
PLAYABILITY	80%

OVERALL 83%

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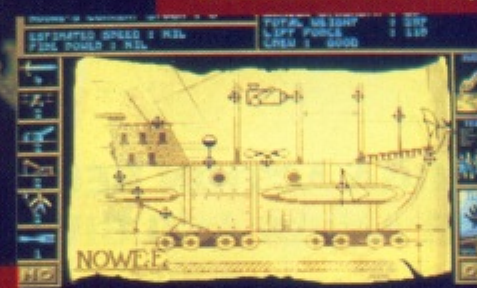
Sometimes death is the only option that's open to you.



Leonardo's the inventor. If you loose him you can't build ships



Need revenue? Then nip across to Sharkaania for some looting



STORM M

If you thought strategy games were as fast-paced and interesting as a complete recital of the 'Cricketers' Almanac' by Mr Bean, think again. In their latest game, Silmarils have used an original scenario, in-depth gameplay and enough options to keep a Russian chess champion happy. *Storm Master* combines war, politics, economics, power-broking and arcade sequences to produce an exciting cacophony of action rarely ever experienced in the genre.

Set in the lands belonging to Eolia, and her opponent, Sharkaania, much depends on the prevailing winds which sweep powerfully across the realms. Such is their strength that they provide power for transport, stimulate output, boost national income and, ultimately, are the catalyst for victory. As, the new overseer of this blowy land, you must rule your kingdom wisely and destroy the seven cities of the evil Sharkaania aggressors.

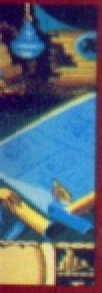
You have complete control over your nine councillors, who range from simple one-task characters, like The Advisor, who provides information about the kingdom, to the military genius of The Commander, who handles the recruitment of soldiers, and the building of air fields. These and other men also help you feed the population, build your defences, gather up armies, and maintain stability in the country. No one character is more important than any other, and whilst it might seem attractive to amass forces, if you neglect the other members of the council, they'll up and leave your circle to defect to the other side, taking their vital skills with them.

As with most 'God' sims, the key to survival is the generation of money. This is the Master Miller's task. He must plant the wheat and place the cattle which will keep the populous happy. Once plaçated they can be taxed, but not too harshly as a heavily-burdened city will revolt and destroy itself. As soon as a reasonable standard of living is achieved you can then think about profit.

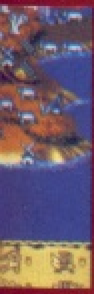
Your main source of income are the mills. These are expensive, but if used wisely they will reap huge rewards. Their production levels are determined by their location: if placed in the mountains they'll produce the iron needed for propellers, shields and engines; if placed in the plains they'll assemble sails and balloons, used for the huge flying battle ships. And if a mill is put in the forest, the wood is used to build vessel structures. All this produce can then be sold via the High Constable. He will enter into the market place and either sell any surplus or initiate a deal with another country for something you have little of. But because the mills aren't self-sufficient and

THE RITE STUFF Build a temple for the Ecclesiast and you can call upon the power of the winds any time you like. This takes a little practice to perfect, but click on the different members of the wizard's congregation and they start to perform certain rituals. Using the psychic power they generate, you can amass anything from a small gust to a full-blown thunderstorm that can be let loose on your opponent or reserved to fuel your mills.

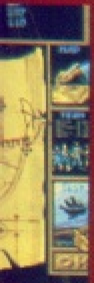
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One of the most difficult sections of the game is the Ecclesiast's temple. Fortunately, the order in which the chants come up does not change so with time you'll be able to control the very winds that race throughout the kingdom.



Almost as much can be achieved with the Inquisitor and his assassin as in the market place. Buy or sell produce to raise that extra bit of cash for a lengthy campaign. Just before embarking wipe out the enemy's Commander and Leonardo for fun.





ASTER

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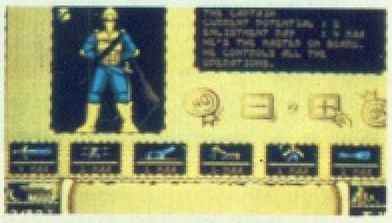
STOP THE CLOCK!

It is possible to effectively skip parts of the game by speeding up time. However, the time periods you skip past will be wasted, whereas The Sharkaania will put it to good use building up their forces ready for the next battle.

require financing, a happy medium must be found between profit and loss.

Each character has their own responsibility, but must work in conjunction with the others if you are to dominate. For instance, you can get the Ecclesiast to walk to a part of the country where you're thinking of building a mill and check the location for winds. . Any mill in an area of favourable weather will achieve incredible profits.

The options for a rich country are limitless. You can pay the Inquisitor to spy on the opposition or on your own people. He can even send out his assassin to bump off the council's rivals. Perhaps one of the most enjoyable characters is Leonardo, who will present you with the blueprints of the ships which can conquer Sharkaania. There are four types to experiment with and all have different properties. Ikaar are light and fast, but can't carry many men, whilst Noowe are extremely heavy and slow, but can carry a huge army for the looting of cities. When equipped, each ship must



Every ship needs a crew. For what price?

then pass a flight test which, if failed, means all components and crew are lost in a puff of smoke. After a successful flight it's off to the factory and, providing you have enough of the key elements, you can commence mass production.

All that's left is to build an air field and station your planes for an attack across the water. Check the location of your opponent's air defences and make sure you have enough money for the campaign. If you're stuck in enemy territory and are out of time, your ships will begin to blow up one by one until you return. It's not all strategy, though, and once you come into contact with enemy aircraft you can switch to a 3D arcade shoot 'em up complete with huge wooden crossbow bolts and catapults.

Storm Master is a hugely entertaining game that breaks the strategy mould. There's so much to do that sometimes you'll just sit back and stare at the screen in desperation for what to choose next. The screens are beautifully drawn, although the sonics aren't up to much. That said, you won't have more fun with a strategy simulation anywhere.

Steve Keen

CU AMIGA SCREENSTAR

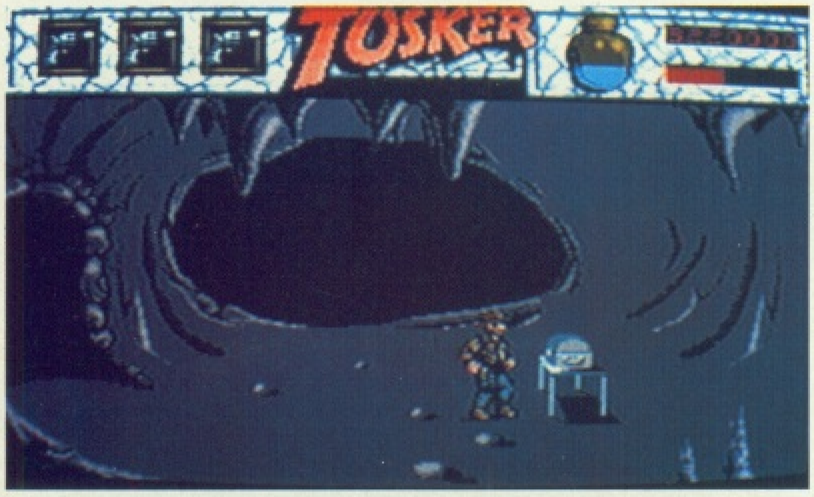
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"Blowing in the wind has never been such fun"

GRAPHICS	80%
SOUND	69%
LASTABILITY	90%
PLAYABILITY	89%

OVERALL 89%

TUSKER



System 3's C64 games never really converted that well to the Amiga, and *Tusker* is a perfect example. Set in Africa, the player steps into the Snakeskin boots of an Indiana Jones lookalike who is out for untold riches and adventure. Sadly, all he finds are a series of sandy flick-screens and a handful of ready-to-shoot natives. Granted, as the game progresses, there are a few nice ideas, such as mutated insects and some quite detailed hidden cities, but the game is a repetitive runaround and your journey will be fraught with hit and miss escapades as creatures appear out of nowhere to claim one of your lives. Add to this a rather annoying object-selection system, and *Tusker* confines itself to the 'Mediocre School Of Gaming'.

KIXX OUT NOW £7.99 43%

UFM

games • budget games • budget

Steve Merrett, CU's resident skin flint, peruses the veritable cornucopia of budget games set for release this month. . .

PRINCE OF PERSIA

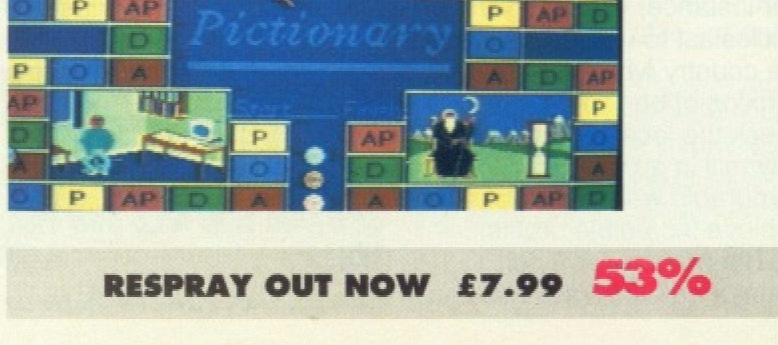
When Domark originally released this in December '90, it breathed new life into the platform genre. Up until *Persia*'s arrival, the platform game had become stale and bland, with numerous contenders to the Mario throne disappearing without a trace. *POP*, however, went completely the opposite way and created a game that even console owners went green at. Controlling one of the most athletic and superbly-animated sprites ever, the player was given the task of exploring a series of trap-laden levels in search of your kidnapped girly. Set against a tight time-limit, the game is the Amiga's equivalent of an Errol Flynn movie: it has sword-fights, grisly ends to the unwary traveller, and jumps that require pixel-perfect positioning. Of course, all this has been tried before, but none have put them together with the panache that Broderbund's coding shows. A classic, *Prince Of Persia* would still be recommended as a full-price release, but for less than eight quid you ought to be locked up if you miss it.



RESRAY OUT NOW £7.99 94%

PICTIONARY

The boardgame conversion is a bit of an oddity. Unless it saves you loads of paper or bother, as in Elite's *Battleships*, they tend to be a bit of a waste of time. However, this theory really goes for a burton when used to describe *Pictionary*. In case you aren't familiar with the board game, a series of drunks draw what they think will describe a word, phrase or TV programme and the other drunks try to guess what they're trying to get across. Replacing the paper and pens with a simple drawing package, Domark attempted to recreate all the drunken thrills on the Amiga, but the unwieldy and slow drawing system makes the game extremely tedious and long-winded to play. Everything else is fine and the computer handles the rules amicably, but I couldn't be bothered to go back after a couple of games, and I doubt if you will.



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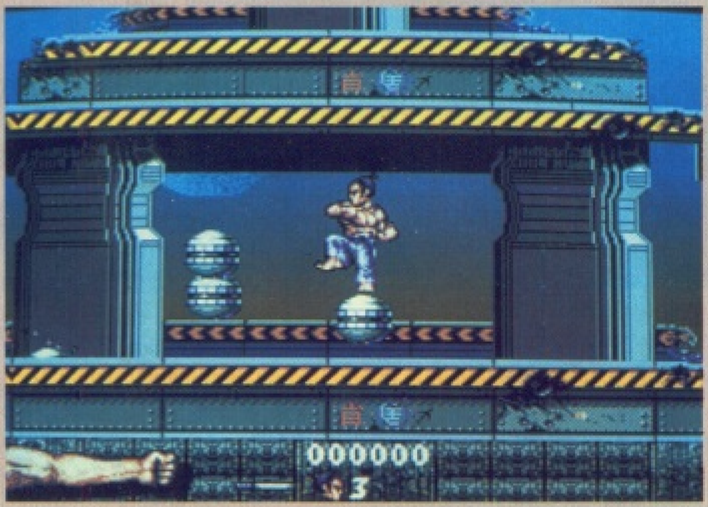
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FIRST SAMURAI AND MEGA-LO-MANIA

Following Mirrorsoft's rapid demise after the Maxwell scandal, UBI Soft have been extremely quick off the mark and have acquired Vivid Image's superb *First Samurai*, and have bundled it with Sensi Soft's equally-excellent, *Mega-Lo-Mania*. Although calling this a compilation is





stretching the meaning of the word a little, it offers unrivalled value for money as both of the games are among the best of their respective genres. Vivid's *Samurai* is a massive platform affair, containing arcade/adventure and beat 'em up ideas, whilst *Mega-Lo-Mania* is one of the most playable 'God' sims ever to hit the Amiga. Put quite simply, no Amiga owner can afford to be without this duo and UBI's pack is quite easily the best thirty-quid you're ever likely to buy.

UBI SOFT OUT NOW £30.99 95%

GAME OF THE MONTH

JAMES POND

Before there was *Robocod*, there was Pond... *James Pond*, and whilst the games are radically different in style, Millenium's first aquatic outing is a sterling budget release. Minus the extending powers of the second game, Pond is out to sort out the evil Doctor Maybe who is polluting the world's oceans and killing off all of our hero's chums with his foul toxins. Thus, in a series of scrolling arcade/adventure missions, James is out to thwart the plans and stop the tainting of the seas. All this is achieved via a series of object-related puzzles which gradually allow Pond to access further reaches of the play area. Unfortunately, though, the pollution is affecting the sea-life who consequently turn on the aquatic agent. A bit slow in places, *James Pond*'s major problem is that its sedate pace makes it rather too easy to solve. None of the nasties prove any real hassle which, whilst not doing anything for the game's lasting appeal, may make it worthy for the younger player.



GBH OUT NOW £7.99 67%

COMBO RACER

Before Gremlin experimented with vectors in *Team Suzuki*, their first bike-based racer was *Combo Racer*. Using its side-car-related japery to add something new to the genre, one or two-players must follow the time-honoured pattern of beating the clock. A number of tracks await the competitors, and as a bonus there is even a track designer included which allows you to piece together your very own Brands Hatch with all the bumps, tunnels and sharp bends you think you can contend with. The actual racing itself tends to be rather dull, and the novelty of the side-car actually affecting the bike's cornering unless the other player leans in, doesn't really add a lot to the action. It's a pity, as there is a lot to recommend about *Combo Racer*. The road and sprites move smoothly, but when it comes to the crunch, it looks like a Honda Spacey compared to the aging *Super Hang On*'s 750ccs.



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SHOOT 'EM UP CONSTRUCTION KIT

Although it doesn't push the Amiga the way the C64 version did, Outlaw's *Shoot 'Em Up Construction Kit* is the nearest most of us will come to writing a game of our own. Fully icon-controlled, *SEUCK* allows the user to create both scrolling or single-screen blasters, with up to eight sprites on the screen at once. The user is given complete control over their game, and can create the sprites, backdrops and the enemy attack waves using very simplistic commands. It shouldn't take longer than a day before you have something up and running.



Although the games you can create look dated, there is a good feeling of satisfaction whenever your creation works. In fact, using this utility should ease the consciences of all those people who wish that they could use their machines for something other than games.

GBH OUT NOW £9.99 83%

MOONSHINE RACERS

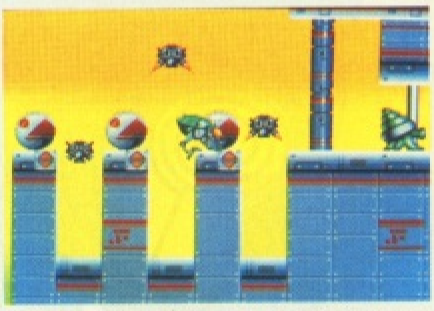
Ah, what wasted potential. All the thrills, spills, and adrenaline-pumping car chases of The Dukes Of Hazard incorporated into a car game was the initial idea behind the game. The result? A turgid and dreadfully slow extension of the *Chase HQ* theme, with *Chase*'s Porsche replaced by a pick-up truck, and the felons giving way to Cops and road-blocks. Unfortunately, though, the lack of pace that plagued *Chase* HAS been retained, and consequently stalls *Moonshine*'s engine before it can get going. Although extras can be added to your truck to speed it up, the on-screen effect is negligible, rendering the shop screens useless. One of the greatest ideas for a race game has been desperately wasted, and it's almost certainly destined for the scrap heap.



GBH OUT NOW £7.99 37%

VENUS

One of the first games with an ecological message, *Venus* is a very nice-looking shoot 'em up which is let down by the repetitive nature of its levels. Rather than use a devastatingly-powerful spaceship to rid your world of mutated bugs, the player controls a metal fly which can jump and scuttle along the walkways that are located both at the top and at the bottom of the screen. On these levels, the aforementioned nasties lurk, and pressing the firebutton sends a bolt of fire out to destroy them. When dead, they then reveal a power-up icon which will equip the fly with larger jumps or improved weaponry facilities. It's a pity that the superb graphics and good idea are let down by the samey gameplay, as there is a lot to recommend about *Venus*. At a budget price, though, it's probably still worth a look.



GBH OUT NOW £7.99 75%

VOODOO NIGHTMARE

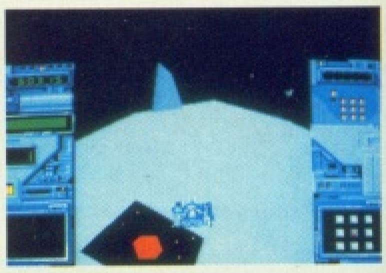
Zippo Games' last 16-bit title makes it on to budget and, hopefully, the lower price means it won't be so overlooked this time. Set in the African jungles, the mask-wearing hero, Boots Barker to you, has had a spell cast on him and must find the witch doctor who can rid him of the disfiguring curse and help him out of the hellish place. So, exploring the massive isometric play area, a series of puzzles and tests must be completed, each of which brings you nearer the doctor's temple and freedom. Although there isn't a lot of variety within the flick-screens, the adventure element is quite compelling and the many dangers that lurk within the play area keeps players on their toes. It's nothing special and certainly couldn't warrant a full-price tag these days, but arcade/adventurers who need a fix could do a lot worse than *Voodoo*.



GBH OUT NOW £7.99 75%

ROTOX

Despite earning CU's coveted Superstar Award, I never liked *Rotox*. Basically, it's a very pedestrian shoot 'em up set against Creative Material's novel rotational scrolling, and once the novelty of this system has worn off, so does the game's appeal. The idea of the game is to guide your gun-toting droid across a series of attractive levels, taking out a number of installations before repeating the process at a later date – hardly breath-taking stuff. Although the rotation system was used again in *Rotox*'s sequel, *Operation Harrier*, it was to prove unwieldy and *Harrier*, like *Rotox*, was doomed to obscurity. Sadly, even as a cut-price title, it has a return ticket.



ACTION OUT NOW £9.99 54%


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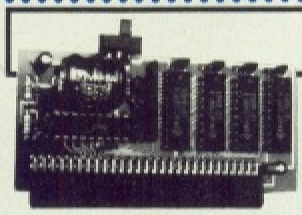
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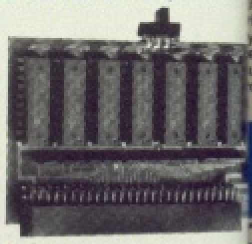
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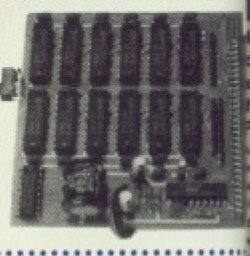


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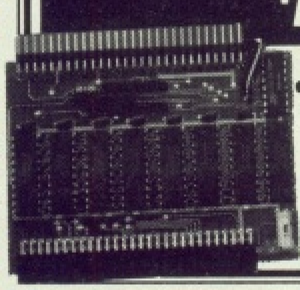
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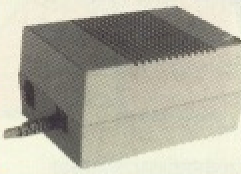
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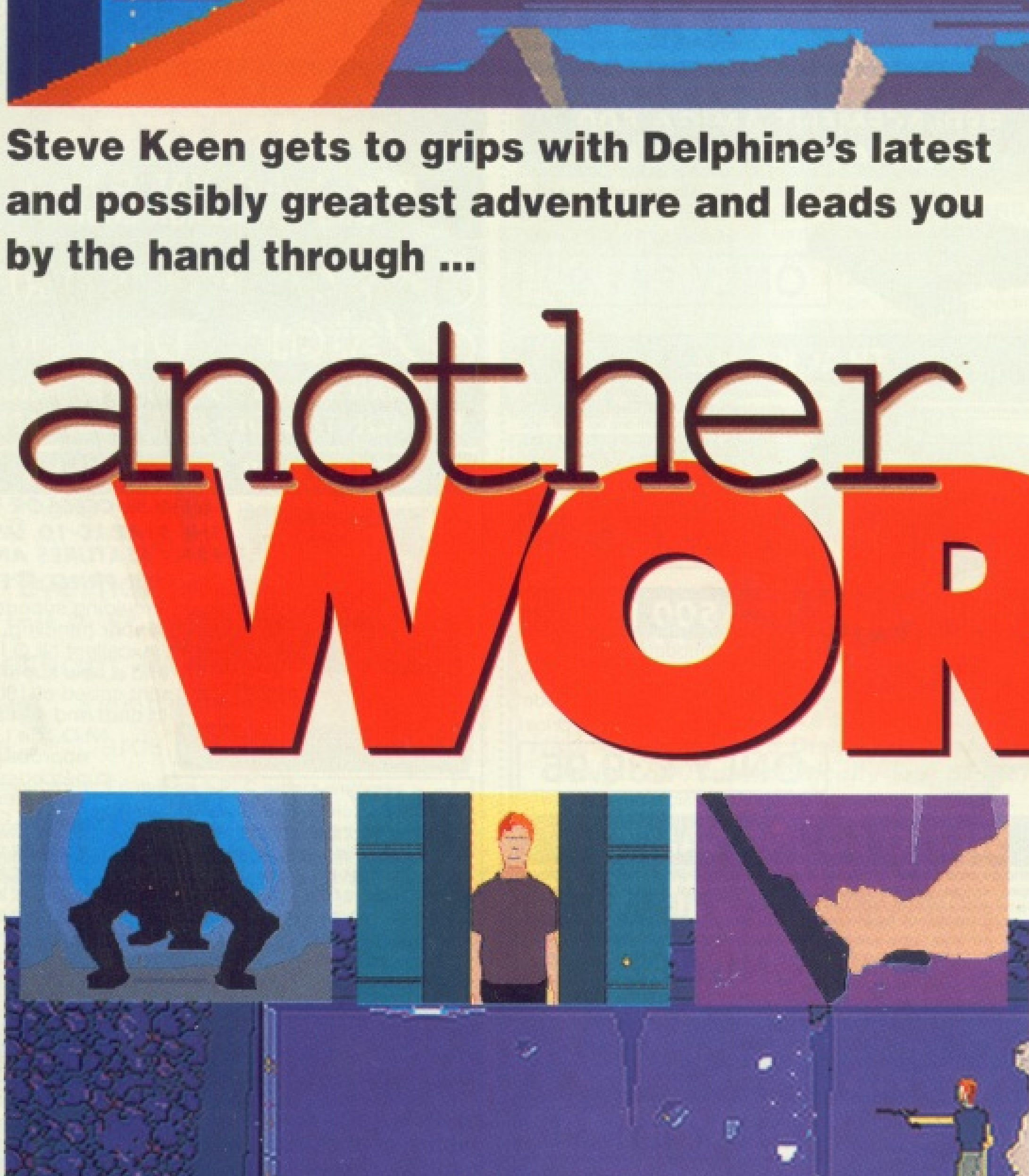
Steve Keen gets to grips with Delphine's latest and possibly greatest adventure and leads you by the hand through ...

another WORLD

This may not be the biggest game you'll ever play, but it must rate as one of the most enjoyable. Only after a lot of practice and plenty of late nights will you finally complete this comic book adventure unaided. But, fear not, help is at hand! To keep things simple, we've split the game into nine stages and included the codes for each of these sections.

STAGE ONE: THE BEGINNING (CODE: EDJI)

After emerging from a pool of water, Lester Chaykin begins his adventure. Walk right and stop on the edge of the next screen. Using a combination of standing kicks and crouches, kill ALL the slugs that fall from the ceiling and those that crawl across the floor. Repeat this on the next screen. If you don't get everything things will be harder later on when you have to run back along the same route. Keep going right until a huge black bear-type monster falls in front of you. Turn left immediately and run back the way you came. Don't stop. Run past the pool where you started, onto the next screen and jump off the edge of the cliff, grabbing the vine. Swing back to the right and drop. When you hit the ground, run right again until both you and the beast are shot at by the aliens.

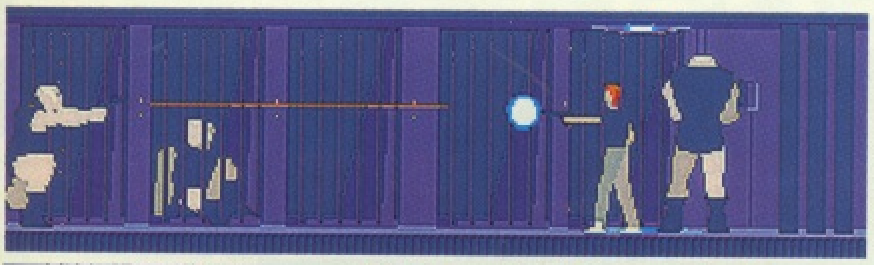


STAGE TWO: THE CAGE (CODE: HICI)

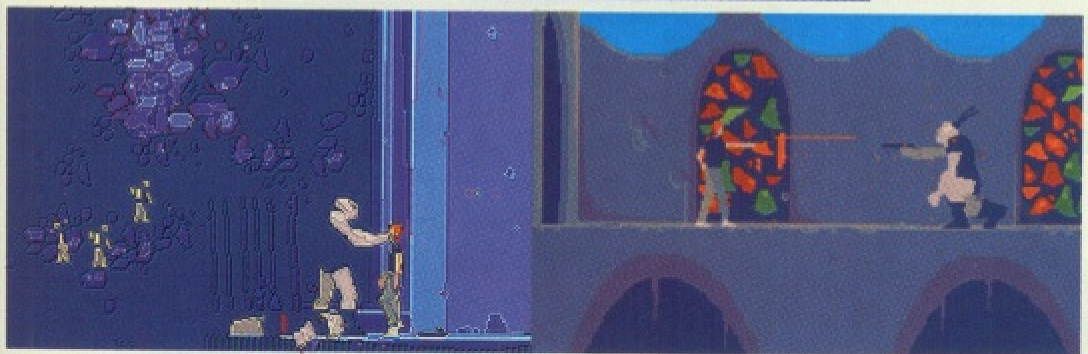
You wake up in a cage with one of the terrestrials. Rock the cage by pulling left and right on the joystick until it crashes on top of your captor. Pick up his gun. Follow the alien right and, upon entering the next screen, shoot the monster. When you get to the triple doors, turn around and make shields that last long enough for your companion to open the doors. Run right when the doors open and go down one floor in the lift. Go left and blast the door. Quickly run back to the lift. Go down and up again as fast as you can; this will make the guard think that he imagined the explosion. Go back over to the hole above the guard and pull down before running left. Push up and wait for your companion to open a hatch. He'll then pull you up to the sewer level.

STAGE THREE: THE SEWERS (CODE: FLLD)

Simple and quick. Left falls into sewer. Left, right, right, left, right and out.



Don't worry about a thing, 'cos everything's gonna be alright. Just let the big guy do his stuff.



Fire first and ask questions later. That's the best idea when getting into a laser fight with these guys. A quick crouch might give you an advantage before firing and getting three shots in before you put up a shield works wonders.



STAGE FOUR: THE FIRST RECHARGER (CODE: LIBC)

Recharge your gun and blast the triple doors. Recharge again and go right, past the blue dome and onto the next screen. Duck quickly and shoot the alien with the Mohican. Run right and – just as you about to go off the edge of the screen – jump. You should land on a ledge. Blast a hole in the mountainside and enter it.

STAGE FIVE: THE CAVERNS (CODE: CCAL)

Drop down the first and second holes onto the balanced rock. Turn right and jump off the edge of the next screen, where you'll find some bones. Observe the falling rocks at the left-hand side of the screen: they drop in a pattern. Time your run and stop in a clear space. Take each of these two screens in two stages and you'll pass. Keep going right and here you'll find the trickiest part of the game. Suspended from the ceiling are various tentacles for you to negotiate. Scattered across the ground are mouths which grasp at your heels, waiting to rip you apart. Don't be afraid to get close. The first set simply require you to hop over them, but the second needs a swift combination of a long jump and skip. Run right and blast the wall.

Go back past the creatures to the falling rocks which cannot harm you this time. Go up the slope and shoot at the bat-like creature. Go to the far left edge. Jump up onto the stalactite and wait for the bat to be grabbed by the tentacles. Then quickly jump from one stalictite to another until you reach the last one. Here you must do a big jump to land back on the balancing rock. Jump off the left side and blast the support column from underneath it. Run up the slope and keep going, jumping the holes as you run, until you come across a huge cavern of water supported by a slim column. Blast the column and run left, jumping the holes again, until you find yourself standing on a small flat rock over a hole. You will be shot up to the next ledge and all that's left to do is to run past the waterfall.

ALL THE CODES AT A GLANCE

EDJI
HICI
FLLD
EDIL
LIBC
CCAL
KCIJ
FIEI
ICAH
LDIJ
LDCI
GABK
LALD
KJIA
LFEK

STAGE SIX: BY THE WATERFALL (CODE: KCIJ)

Run right and jump off the edge of the stairs, firing as soon as you land. Go right and jump over the stairs and go to the next screen. Make a shield and walk towards the doors. As long as there is a shield in front of you, the alien will throw his bombs. All you have to do is walk away from the doors, making them close, and the plasma balls will rebound towards him. When he's dead, run right, blasting the door as you go, and recharge your weapon. Now go left past the waterfall and go down the stairs. Go back right and jump down stairs. Duck and blast the alien then go up stairs and blast the chandelier (this releases your companion). Go right and at the bottom of the stairs, as you go onto the next screen, you will be punched and knocked backwards. When your assailant has a hold of you press fire to kick him in the nuts. Run left and grab the gun. Duck and blast and then go right. When you're in the second arch turn around, make a shield and turn again to make a shield on the other side. Shoot the alien on the left, then the one on the right, and then go right. (This requires a great deal of practice. Try not to make a shield behind a column or you won't be able to see how much damage it's received).

STAGE SEVEN: BY THE WATER-FILLED PIT (CODE: EDIL)

Dive into the water and start swimming down. Don't hang around as you've only got a limited air supply. Turn left when you reach the bottom and swim straight past the first hole in the ceiling to the second. Swim up here and catch your breath. Now go straight down and into the hole that you passed on your way in. Turn right at the bottom and climb out. Blast the electric cable and go back the way you came in, remembering to catch your breath. Climb out on the right-hand side. Run right and duck when the alien is just about to fire at you. Move forward so that you're close enough for the bombs to discharge before hitting you. Shoot the blighter as he walks out from behind the shields.

STAGE EIGHT: ABOVE LIGHTED AREA (CODE: LALD)

Drop down the hole on the right. Turn right quickly and blast the door. Run right very fast, ignoring the laser fire that's going on around you. Don't stop until you come to a grate. Stop just in front of the plate in the roof and make a shield on your left. Keep making shields until your companion rescues you. You will now be pulled up through the ceiling and clamber into a tank. Just press all the buttons until a red and green light appears in the top left of the control panel. Pushing the red one launches the tank's missiles and the green ejects you from the tank into the last level.

STAGE NINE: ALIEN BATHING POOL (CODE: LFEK)

When you land, run immediately to the right or you're toast. As you run along someone breaks through the glass windows. Keep running. When on the floor, push right towards the control panel. When the alien (red-eyed beast) is about to walk under the rectangle in the roof, pull the first lever by pressing the button. A laser will frazzle him. Then quickly pull the next lever and crawl towards the light. Lasers will fire into the floor just missing you. Don't worry, only the third blast can harm you so you should have plenty of time. You will be beamed up to the roof, reunited with your friend and ceremoniously fly off into the distance together. Ahhhhhh.

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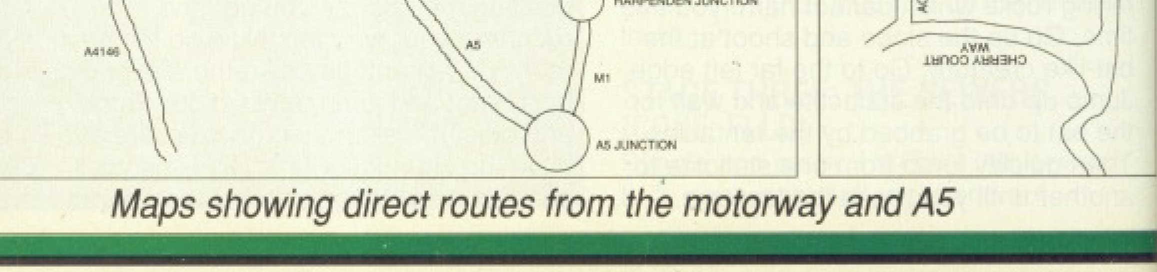
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This may be a nice view, but not for long. Feeding the birds brings out the worst in them, but it's all part of life's little adventure.



HEART OF CHINA

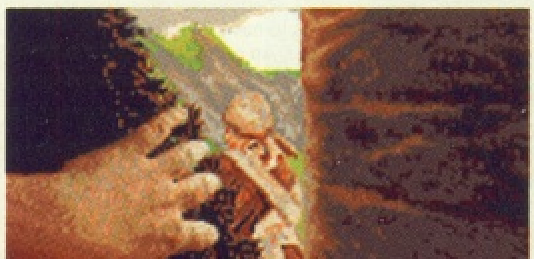
A graphic masterpiece it may be, but if your adventuring technique makes Hercule Poirot look more like Inspector Clouseau, you're going to need some help. Here's the complete solution.

FEELING LUCKY

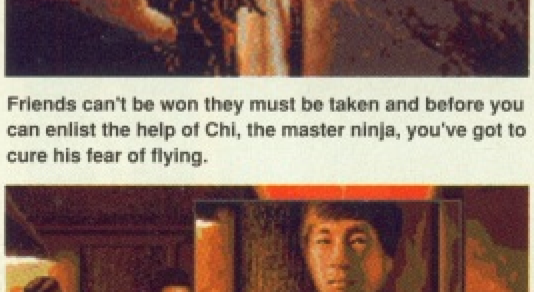
You've seen 'Lucky' Jake Masters in countless over the top American block-busters. He's rude, arrogant, charming and oozes more confidence than Adolf Hitler. He's also as dense as an undiscovered section of the South American rain forest so rescuing the kidnapped heroine is going to be about as difficult as it can be.

BLOWING IN THE WIND

Starting off at the dock, Jake must take a rickshaw into the town to begin his adventure. On arrival outside the bar you'll see a piece of paper blowing around. Pick it up and go through the first door on the right. Once inside, go left towards the barman and enter into conversation. From your options complete the sequence of responses to Ho (3-1-1-1). Eventually, the thugs that have been hovering around the bar will join in the conversation. Reply (3-3) and you'll get to meet Chi (who you'll need to persuade to come with you on your mission). Reply (1-3-3). Chi will protest strongly about flying and, when he does, take the piece of paper you found earlier out of your pocket and drag it towards your hand. This produces a paper plane. Click on Chi and convince him that flying's safe by throwing the model. You now have a companion.



Friends can't be won they must be taken and before you can enlist the help of Chi, the master ninja, you've got to cure his fear of flying.



Chi tells you to stop at Master Wu's next door for healing herbs. You will need some seagull droppings from the dock. Go back and let Chi give the bird a prune, found in the shop. Take the droppings back to Wu and she will give you the herbs, a fake passport and a map of kidnapper Li Dengs fortress. Take the rickshaw to the airport. When asked for I.D. by the immigration officer tell him you've dropped it in the rickshaw. Chi then has a chat and lets you onto the plane. Take the rope, crowbar and hook and fly to Chengou.

HAPPY LANDINGS

When looking for a good place to land, move the cursor over the area and take Chi's advice. After landing, wait for the peasant. After a chat, take his clothes and put them on Chi. Give Chi the rope and lasso the cow and make him walk to the fortress on top of the hill. At the gate, wait for a peasant to go in. Give Chi the hook and make him go to the gate. Once inside, make Chi change into the Ninja costume to make himself

HEART OF CHINA







How could anyone refuse the task of rescuing pretty, caring and sickeningly nice nurse Kate? Not Lucky Jake Masters that's for sure. He'd cross a 12-lane dual carriage way dressed in a hedgehog boiler suit if he thought there was a tasty lass on the otherside of the freeway!

invisible. Go into the palace and up the stairs. After listening, go towards the trees in the courtyard. Attach the rope to the hook and throw it over the wall to help Jake get inside. Go to the gatehouse and take the key. Go into the palace and wait for the sentry at the top of the stairs to disappear. Move left to the dinning room, take the wine and go left. Give the dog the wine and go back to the dinning room. Knock over the oil lamp. Go back into the kitchen and ascend the stairs at the back. Pick up the knife and go through the green door. Shoot one snake. Kate will be bitten so pick her up and go towards the balcony at the end of the room. Take the cord from the left curtain and tie it to the rail. Climb down and get into the tank. Turn the key to start it up if you want to play the arcade section. If you don't, select Win Arcade and you'll return to the plane.

PLANE SAILING

Kate is very ill and only a man in Katmandu can save her. Give the herbs to Chi and fly to Katmandu. You will crash into the Himalayas. Carry Kate out of the plane and tell Chi (using answers 2-1-1-1) and then go off to find help. Now, as Chi, go into the plane and retrieve the blanket and tent. Don't go near the front as the plane will topple over the cliff. Put the blanket over Kate and give her two portions of herbs. Erect the tent next to her.

Meanwhile, Jake finds himself at Amma's. Go left into the Blacksmith's and ask the boy where to get petrol. He will ask to go with you. Reply (1). Pick up the box, get the chopsticks and take the coins with holes in from Chi. Put the chopsticks on the box and then the coins to make a toy car. Give it to the boy and he will give you some rubber piping. Head for the monastery on top of the hill. Go to the door and say (3). Tell the Lama (1-1) and leave the monastery to go to Amma's house. Tell Kate (3-1) then go to the telegram office (the building in the middle of the screen). Talk to the woman. Go back to the monastery and speak to the Lama again. He will ask you to retrieve the holy scroll from Bojon. Go to the bar which is to the left of the monastery just above the huts. Talk to the barman and then with the man on the left. Tell Sardar (2-3) and give him your gun. A mob will form and recover the scroll from Bojon. The locals will now fill up your plane, so you can fly to Istanbul.

When you've arrived in



Lucky by name, but not so by nature. Jake should have kept up those ninjuitsu night classes as it's going to be a one-way trip to casualty.



It's not just Jake who gets to have all the fun. His trusty companion Chi gets to chat up some women as well.



Ask and you shall be answered. Whether or not you'll get the answer you want is a different question.





There are many modes of transport available to you, but few can compare to a relaxing ride in a rickshaw. If you're ever going to get anywhere you'll have to use this guy sooner or later. So save your yen.

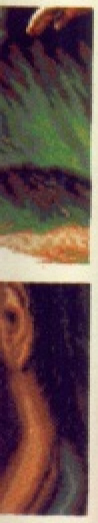
Istanbul, talk to the mechanic then leave the airport. Go straight ahead, then right and enter the club. Talk to the barman about using the phone. Speak to Lomax and tell him (2-2-1). You will then be arrested when you leave the club. Assuming the role of Kate, go to the palace (back to the main street and forward). Speak to the guard to find out why Masters was arrested. Go down the side of the palace and talk to the old lady. Return to the main street and enter the pawn shop. Give the man a gold broach and say (1-2-1-1). Talk to the man on the street and have a gamble. Be cautious, though, with your first stake as you will need to buy a camel. Once you have 350 shekels go back to the pawn shop and buy a saw. Go back to the screen before the airport and knock the little boy's oranges over. Apologise and he will give you a flower. Speak to the man with a camel and buy it, saying (1). Go back to the palace to the old lady. She will then ask you for the flower, say (1). From here onwards the computer takes control of the game until Lucky Jake is rescued. Use options (2-1). Go back for Chi at the airport and after the plane has blown up go to the train station and buy a ticket. Say (1) and give Lucky's money to the ticket man. Take the ticket and board.

GET LUCKY

In the final stages, select Lucky to control. Use options (2-1-1). The game ends with an arcade sequence. If you don't want to play simply select Win Arcade and watch the game's ending screens.

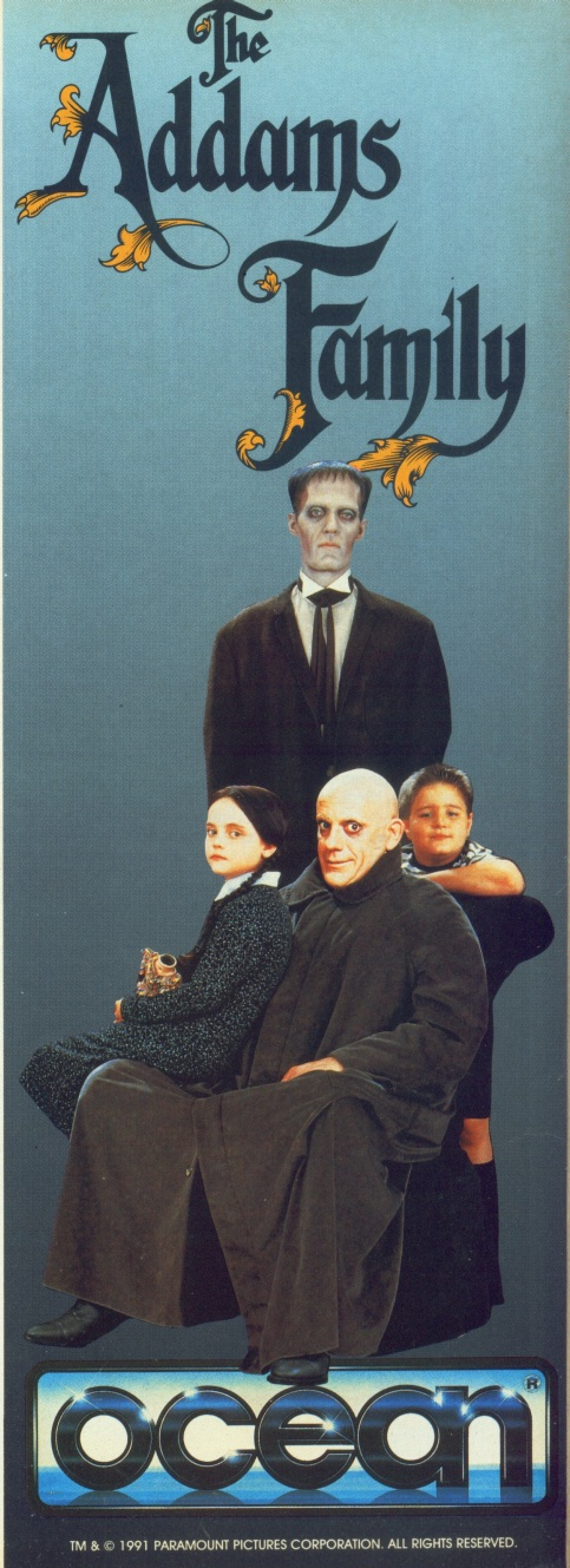
Thanks to Anthony Earl from Kent for that solution and Sierra for a great game.

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ADVENTURE HELPLINE

Welcome to what must rate as the most useful aid to trapped adventurers in any mag. This month's column is fair bustling with all the latest news and stories, and is backed up by the ever-useful Helpline where your questions are answered. So, if you are trapped by a demon or stuck behind a locked door, drop us a scroll...

If my writing is difficult to read this month it's because my body is still shaking with laughter after watching the computer game show, GamesMaster on Channel 4. The sight of Patrick Moore, looking like a reject villain from Doctor Who is more than the human mind can stand. While it's a change to see him appearing on TV in something other than that grey suit which he normally wears (the one that looks like he put it on with a spade!), he is still all wrong for the job. Still, look on the bright side, they could have chosen Bob Monkhouse. If they wanted someone who really knows everything, AND looks good on TV, then it's obvious who they should have called for. I wonder if my phone is working properly?



KNIGHTMARE

Mindscape's *Knightmare* is a magnificent RPG which is a worthy addition to the growing list of *Dungeon Master*-style games and it deserves to sell like hotcakes. Be warned, though: it starts hard and gets steadily tougher. There is also the slight problem that, before you can experience all of the wonders of the dungeons, you have to find the way out of the wooded area at the start of the game. This is a frustrating introduction which I could have done without, but I suppose all is fair in love and war. Each of the four Dungeon entrances are guarded by a Tree Monster which must be destroyed before you can pass. Click on the trees and they will each give a clue as to which object you need to throw at them to make them disappear. The tree to tackle first is the one looking for its child. In this case you must find the twig which is to be found lying on the ground next to the red switch near the starting point.

In the early stages, your men will suffer if they run out of food, but by building up your priest's powers he can cast a Fitness spell to replenish the Stamina of any hungry fighter who stands directly in front of him. As you will soon find out, it is essential to let your champions get their beauty sleep in order to rebuild their strength. To reduce the amount of snoozing time needed, though, get your Priest to cast an REM Spell before selecting the sleep option. REM is an acronym for Rapid Eye Movement and it's during this time that humans dream and 'Knit the raffled sleeve of care'.

Here is a cryptic clue for those of you who are into the fourth Quest and are stuck at the Conveyer of Life. If this nasty piece of machinery is giving you trouble, why not 'chuck a spanner in the works'?



HEIMDALL

This Viking saga is a mixture of role-playing and arcade styles which looks good and has enough depth to attract players who want more than instant action. I wasn't too keen on the method chosen to carry out the combat sequences and there were a few too many instant death problems which cannot be anticipated for my liking – for instance, the only way to find out if there is a pit of spikes in front of you is to walk forward and literally get the point. I especially like the sequence where you have to chuck axes at the Viking maiden's pigtails.

One kindly reader has sent me a few hints for Level 3 of the game, so if you are up a fjord without a paddle read on.

Island 1. There is a pouch of pepper to be found here (which you can't get on your first trip), and a shop where you can buy essential Viking supplies. They didn't seem to think that nubile wenches were essential supplies when I called, but you can't have everything.

Island 2. There are three paths here which are found by using a Revelation Spell. The central path leads to a pouch containing heavy stones. Take these back to Island 1 to get the pepper pouch.

Island 3. On this island, you can use the pepper to get the silver ring which is stuck in the front of one of the boats in the harbour.

Island 4. (Skull Island) There is a magical lake here which can only be



crossed by using a pouch of Runestones. The top path should be avoided because this leads directly to a Sea-Serpent. Instead, take the bottom path to find a chest containing a silver ring.

Island 5. The island holds a silver ring suspended in mid-air by a rope which must be cut by pressing switches on the floor to shoot arrows at it. Two arrows must hit the rope from two directions in order to cut it. There is more than one combination of switches which will achieve this so don't despair.

MANIAC MANSION

It may be fun to watch the Addams Family on the TV, but would you like to explore a creepy house which is full of weirdos? Gillingham's Steve Kennedy 'ain't afraid of no ghosts' and he has been leading his team through Lucasfilm's *Maniac Mansion.* He has found the Telescope Room at the top of the house, but using this coin-operated device has got him stumped. The telescope is used to look through the window of the Nurse's Bedroom and lets you see her using the combination which opens her wall-safe. The telescope won't work unless you first put a coin in the slot – however, that is only part of the problem. Insert the dime that you stole from the Piggy bank in Ed`s bedroom and press the right button. If you look through the telescope you will now see the edge of the house. To make the telescope turn further you will need to insert another dime and press the right button again. Pressing the left button will only show you a picture of an ugly alien – so be warned.

OPERATION STEALTH

Paul Whitehorn of Hemel Hempstead is wandering around in *Operation Stealth* with a red carnation in his button-hole. Unfortunately, he is all dressed up, but with nowhere to go. Having spent many lonely hours myself waiting under the railway clock for someone who never showed, I know just how he feels. The problem is caused by a naughty pixel which is hiding on the park bench. Unless you can hit this minuscule target with the mouse pointer, you're never going to find the spot which lets you park your bum. Once your hero manages to sit on the bench, things will happen very quickly.

CAPTIVE

Who has six Mono-Cannons, two Lyte-Zappers and 200,000 in gold? No, it's not Saddam Hussein, it's Mrs A. Hood from Henley-on-Thames. Behind the crisp, lace curtains of Greys Green Farm, this female Amazon has been battling her way through the endless levels of Mindscape`s *Captive* in a desperate attempt to rule the Universe. Despite many hours of blood, sweat and tears she has come to a grinding halt on the planet Phoopel. Try as she might, she can't find the combination to box 15099.

Well, I've got good news for her, because mild-mannered, bespectacled super-hero Tony Gill is one of the few people who knows the answer to this closely-guarded secret. The combination she seeks cannot be found because it is behind the locked door which the combination opens! Unfortunately for her, and many other *Captive* purchasers, the early version of the game had this bug in it. Happily I've got just the picture you are looking for, and it should be on this page somewhere!

Mrs Hood – or 'The Hooded Horror' as she's known to her friends – also sent me in several (rather long-winded) tips, too. Firstly, buy a Root Finder. This device is a compass which guides you to the front door of the space base. Not only is this essential to help find your way out when you detonate the generators, but it works equally well from the outside by helping you find the entrance when you first arrive on the planet. She hasn't, however, found a use for the camera, which is another essential piece of equipment – especially when attempting to do battle with the giants on the Space Station. To use the camera, first make it stand on the floor and then switch on the View Monitor. The camera can now be rotated by clicking on either side of the monitor screen. The camera will also walk one space forward each time you click in the centre of the monitor. On those occasions when there is a monster at the other end of a ladder, a sure-fire technique to nuke it is to risk one quick move to set up the camera at the other end, and nip back to where you can watch the monster`s movements in safety. Each time it turns its back you can make a quick dash up the ladder and zap it without fear of retaliation. Fight Dirty! Never give Alien Scum an even break.

FUTURE WARS

Dominic Wan of Sydney, having managed to find a way to get in to the Medieval Monastery in *Future Wars*, is desperate to get out again. The exit he seeks is in the wine cellar and NOT that white circle in the middle of the courtyard which everyone thinks is the transporter beam. Firstly, take the cup from the room to the west and go to the wine cellar where you can 'operate' it on a barrel. Take the cup of wine to the east door and give it to the Father Superior. Examine the drunk monk to find something useful. Use it on the furniture to obtain one more useful item before you return to the cellar where you can again use the object on a different barrel to find the way out.

ANOTHER WORLD

Having purchased *Another World* for his new Amiga 500 Plus, Max Harrower of St. Austell couldn't resist writing to tell >

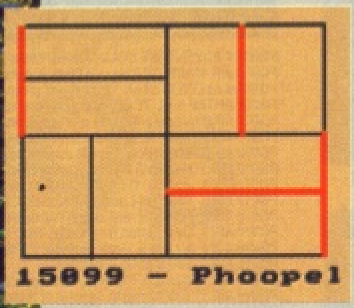



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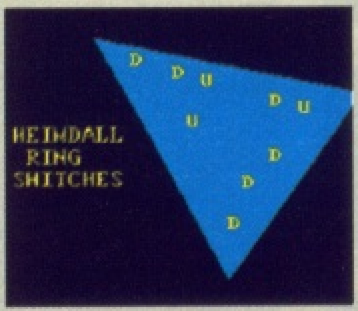
ADVENTURE HELPLINE

the world and its dog that he has successfully completed it. I've seen and marvelled at the impressive demo disk of this French arcade/adventure, but I fear it has too many running, jumping and zapping sections in it for my taste. If you have invested in this game and need a bit of help, though, Max has sent me a list of codes to help you out: EDJI, HICI, FLLD, LIBC, CCAL, EDIL, KCIJ, FLAK, ICAH, LALD, and LEFK.









LEISURE SUIT LARRY II

Everyone loves a winner they say, so how come I get so many letters about *Leisure Suit Larry*? Jonathan Maynard and friends from Suffolk tell me that they've been playing *Larry II* for months and they still can't figure out how to prevent the sun's rays from burning a hole in the bald nerd's brain when he goes to sea in a lifeboat. Remembering that there are three of these intrepid adventurers working on the problem, you may be surprised to hear that their letter goes on to list the following objects in their possession: fruit, a sewing kit, a bikini top, and a wig. Now what do you think they could use to protect Larry`s bald head from the sun? I can just picture them trying for three months to persuade Larry to stick a banana on his head! Perhaps you guys should forget this game and take up train-spotting instead.

No doubt Peter Clark from Ilford in Essex would have solved that problem if only he could have got that far. As it is, he is still trying to get change for a 1,000,000 dollar bill back in the town. Not being a snappy dresser, he doesn`t know that really good clothes cost a fortune. Just try and buy a simple swimsuit in the Italian Boutique and you'll see what I mean.

ELVIRA – MISTRESS OF THE DARK

Yet another reader who is tiptoeing around in a creepy house is P.J. Proctor from Sheffield who is playing *Elvira – Mistress of the Dark.* Having fallen under the spell of the alluring Elvira, he has helped her find the keys she seeks from the Gatehouse, Stable, Torture Room, the Hawk and the Invincible Knight up in the battlements, but key number five still eludes him. I suggest he leads the dark-haired beauty to the kitchens and persuades her to climb into the dumb waiter. First, though, to solve the lack of light in the passageway, Elvira will need to whip up a Glowing Pride spell from her cookbook before she goes wiggling on her way.

MONKEY ISLAND

If someone took all of the letters which I receive on *The Secret of Monkey Island* and laid them out – I'd be glad to get rid of them! In an effort to answer some of the most commonly-asked questions, here's some useful facts. You can pass the deadly piranha poodles by feeding them with a mixture of stew and the yellow flowers collected from the forest. Most of you have figured out that a mug of gut-rotting rum will help the prisoner to escape from the cell, but the trick is getting it from the Bar to the prison. The rum melts the mug before you can make the journey no matter how fast you run, so use more mugs. Pick up all the mugs you can find (remembering those behind the curtain), and set off for the prison. Once you receive the message that the mug containing the rum is just about to dissolve, use the mug of Rum on an empty mug and you'll be able to continue on your way.

There are also lots of readers who are having no end of problems trying to get to a set of oars which are just out of reach. You all appear to have found the dead man who has a piece of rope, but you complain that the rope is too short. Firstly, there are two pieces of rope to be found. In the fort where you found the spyglass there is another piece, and, once you have the rope from the dead man, WALK to the Jungle, and go directly to the bottom of the screen. Highlight the cursor on the Crack. Use the rope with the strong branch, before walking to the Sturdy Stump. Use the rope with the sturdy stump. Walk to the oars.

POLICE QUEST

Whilst I have great problems just finding a woman, Scott Ralph of London complains that he can't get rid of one. In Sierra's *Police Quest* there is a young lady called Sweet Cheeks who is beginning to cramp Ralph's style, but there seems to be no way to ditch her. Ralph could try calling her a Taxi, but doesn't know how to. The trick is to return to your own hotel room and use the phone to call 411 (America's Directory Enquiries). Say TAXI and you'll be given the number 555-9222.

SPACE QUEST III

Julian Barthet of Malta has successfully infiltrated the secret headquarters of Scumsoft Software, but is now in danger of being blasted to sub-atomic particles by the automatic intruder system. Ask yourself this question: who can walk around unnoticed in any Top Secret Building ? The answer is, of course, the Cleaning Staff. Once inside, go North and enter the door on the West wall. Here you'll find a pair of janitor's overalls and a Zap Trash device. Wear the overalls and enter the Accounts Office. You will notice that beside each desk there is a wastepaper basket which needs emptying. Make your way through the office using the Zap Trash as you go, but don't miss a basket or the robot sensor will 'Zap' you.

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Tony Gill, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to answer your problems.

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PD117 WRATH OF THE DEMON DEMO Another to show off the machines gfx+
PD119 REBELS OUTLAND Latest demo from a prolific outfit! Excellent
PD120 KEFRENS GUARDIAN DRAGON A very nice new demo from Kefrens!
PD121 DIVINA TECHNO FRIGHT Vectors in front of Ham pics? Good! +
PD122 AC/DC MONEY TALKS Amusing animated cartoon of Angus & co! +
PD123 ITALIAN BAD BOYS MANGAD Japanese style cartoons & techno music!
PD124 ANDROMEDA DECAYING PARADISE Very good vector demo & music! +
PD125 RAY OF HOPE 2 Great megademo, good music & graphics!
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PM084 ZARCH 2 Another great pack of exellent tunes!
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SLIDESHOWS

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PS008 AIRCRAFT SLIDE Lots of pictures of fighter aircraft. +
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PS035 HARRY ENFIELD S/S A S/S of Harry Enfield & Smith & Jones.
PS036 HEROIC DREAMS S/S 1 Great fantasy art pics from PENDLE.+
PS037 HEROIC DREAMS S/S 2 More great fantasy art pictures +
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PS039 INVISIBLE WORLD Not one for people scared of creepy crawlies! +
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PS045 KELLY S/S Some excellent quality HAM pictures. +
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AMOS PUBLIC DOMAIN

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APD257 + CASSETTE LABELLER + MIXED SOURCE Make your own cassette s
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APD284 + AMOSAGRAM Nice anagram program.
APD292 + WAR OF THE FOUR A shareware graphic adventure game
APD293 + GRAND PRIX SIMULATOR Not a race game,more of a simulation.
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APD318 + BOING Get Herbert back home to his village!
APD325 + HANGMAN V2 Hangman game with editor!
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APD329 + FRUIT MACHINE Quite a nice little fruit machine program!
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APD334 + SNAKE IN THE GRASS Collect white mushrooms, avoid toadstools!
APD340 + KARATE WORM Very nice platform game, jumping over worms etc!

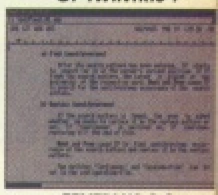
De Ja Vu Licenseware £3.50 Each

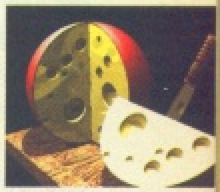
LPD01 + COLOURING BOOK Colour in the nursery rhyme pictures
LPD02 + ARC ANGEL MATHS An educational game to help kids with maths
LPD03 + GALLEONS Follow up to the popular dogfight II game.
LPD04 + THINGAMAJIG Superb jigsaw style game for kids, easy to use
LPD05 + JUNGLE BUNGLE Icon driven adventure game for the kids
LPD06 + PUKADA & SPRITES Avoid all the baddies as you remove the tiles
LPD07 + FOUR WAY LYNX A 22 level puzzle to tiles to a main center tile
LPD08 + WORK & PLAY 3 really good educational games on this disk.
LPD10 + THE WORD FACTORY Great program helps the kids to spell
LPD11 + GO-GETTER A card game where you have to pass go.
LPD12 + HYPNOTIC LANDS catch balls coming down four different lanes
LPD13 + JIGMANIA A jigsaw solving puzzle & a jigsaw construction kit
LPD14 + PLAY IT SAFE For the very young, helps to teach safety at home
LPD15 + ARC ANGEL SHAPES Make pictures from a variety of shapes
LPD16 + REVERSI II New improved version of Reversi
LPD17 + DOGFIGHT II Up to an 8 player shootemup game. Great!
LPD18 + TOUCHSTONES An Ishido type game played with tiles
LPD19 + X-IT-50 Shoot objects across the screen
LPD20 - WORDY A basic Amosware wordprocessor program, quite good
LPD21 - QUINGO Great quiz game in which you play Bingo
LPD22 + LC10 FONTS New fonts for your Star LC10 / LC200 printer
LPD23 + ESP Collect the letters ESP
LPD24 + SHINING WAY OF KUNG FU 2 disk game with good graphics (£5.50)
LPD25 + THE MISSION A great text adventure written in Hisoft basic
LPD26 + CYAD Collect the diamonds in this puzzle game
LPD27 + FLOWER POWER grow flowers before bugs munch them away.
LPD28 + BUDDBASE Simple to use database with tutorial
LPD29 + BIG TOP FUN 4 great educational games for younger children
LPD30 + SHYMER Nursery rhyme adventure game for young or old.
LPD31 + CLI PRINTER DUMP Prints a screen dump of the screen display
LPD32 + HARD DRIVE MENU SYSTEM Has menu of over 3,800 items.
LPD33 + CREATIVE ADVENTURE TOOLKIT Produce stand alone adventures
LPD34 + INVOICE PRINTER Quick production of invoices on paper
LPD35 + T-TECDRAW Technical drawing program with print facilities
LPD36 + FRACGEN II Great fractal program generator
LPD37 + ROCKET MATHS Help children in maths with this game
LPD38 + AMOS ART Contains lots of fonts,bobs,sprites & scenery blocks
LPD39 + MAGIC FOREST II Great sideways scrolling platform game
LPD40 + SPRITE BANK EDITOR Makes sprites really easy to use
LPD41 + RESCUE A 3D adventure game done with 3D construction set
LPD42 + X-STITCH Print out pics for embroidering, with documents
LPD43 + LAZERZONE A very nice shoot em up game.
LPD44 + FORMULA ONE CHALLENGE Nice road racing game.
LPD45 + MUSIC BOX A music program for children of 7 upwards.
LPD47 + DIRTY CASH An exellent fruit machine program.
LPD49 + MARVIN THE MARTIAN A maze type game, collect keys etc!
LPD51 + MAGICAL YOUNG ARTIST Contains 30 stencils to colour in!
LPD52 + LC24/200 FONTS Same as LPD22 but for 24 pin printers!
LPD55 + SPRITEX V1.32 New sprite editor, superior to original editor!
LPD56 + CTEXT V1.23 and 1.3 for programmers, use icon bank based fonts!
LPD57 + KIDDIES CLIPART Another nice clipart disk!
LPD58 + LOCKS KEYS & ENEMIES New game!
LPD59 + THE PREHISTORIC FUN PACK Great disk for the kids!
LPD60 + TECHNO SNAIL Good new game!
LPD61 + THE FINAL CHAPTER Very good!
LPD62 + REVOLUTION Very nice disk!
LPD63 + WILBERTS WINTER WONDERLAND Superb little platform game!
LPD64 + RESCUE II Follow up to a good adventure game!
LPD65 + POWER PLANNER New program!
LPD66 + HOTEL MANAGER Great board type game, very good!
LPD67 + CYADONIA (CYAD II) New follow up to Cyad game!

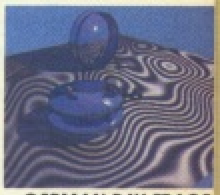
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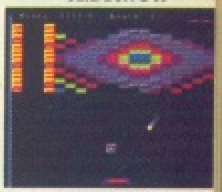
JUST IN !
NEW ALCATRAZ DEMO !
A five disk 3D Epic. Over forty minutes long. This is most definetely worth getting. (Order by name)

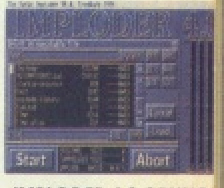

ANYONE FOR A GAME OF TWINTRIS ?

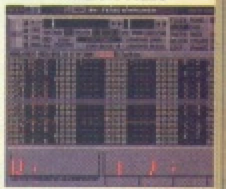

TEXTPLUS 3.0


CHEESE HAM ? NO, ITS REAL 3D !

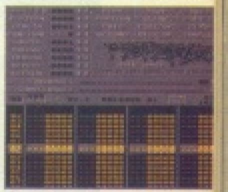

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DEMOS

Steve Keen takes a further exhaustive look at Amiga PD. If you want to separate the wheat from the chaff and the good from the naff read on...

CULT TV

If you're a fan of cult sixties TV sci-fi, then you'll almost certainly want to check this one out! The *Cult TV Episodes Guide Volume 1* is packed with info about classic shows such as Land Of The Giants, Time Tunnel, Invaders, Star Trek, Voyage To The Bottom Of The Sea and Lost In Space. The disk contains information on the original cast members and crew and actually chronicles every episode ever filmed, with a brief run down of each show's plot. There's also background information on each of the programmes and some neat pieces of trivia. The whole thing is illustrated with more than 30 digitised photographs and there's even a print option for those who prefer hard copy. Fascinating!

17 Bit, Disk 1537 ★★★★★





THE NIGHTMARE RETURNS

Gore-inspired PD has been a little thin on the ground of late. However, your dreams are beginning to come true with the emergence of *Freddy's Dead* by Partners In Crime. If you thought the colour pics of the Predator slide show were good, then this is a treat that can't be missed. A whole host of nightmare photos have been collected together and, whilst the actual blood curdling scenes aren't included, there are enough Kruger portraits to keep the most loyal fan glued to the screen. Gripping!

17 Bit, Disk 1588 ★★★★★



SUPPLIERS' GUIDE

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.
Amiganuts: 169 Dale Valley Road, Hollybrook, Southampton.
Deja Vu: 25 Park Road, Wigan, WN6 7AA
4th Dimension: 94 Breedon Street, Long Eaton, Nottingham.
Ground Zero: 4 Chandos Road, Redland, Bristol, BS6 6TE.
Off the Wall PD, 96 Macor Street, Newport, Gwent, NP9 0GW
Rubber Radish: Bardfield, Bourne Lane, Hook Norton, Banbury, Oxon.
PD Soft : 1 Bryant Avenue, Southend - On -Sea, Essex SS1 2YD.
Strictly PD: 11 York Place, Braidon, Bristol BS1 5UT.
Seventeen Bit: PO Box 97, Wakefield, WF1 1XX.
Softville, Unit 5, Stratfield Park, Electra Avenue, Waterlooville, Hants, PO7 7XN.
TCS: Handsworth Road, Blackpool, FY1 2RF
Vally PD: PO Box 15, Peterlee, Co Durham.
Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.

TUMBLER TREAT

***Tumbler Street* is a brilliant 1 meg version of the age-old gambling game, 'Find the Lady'. A shell-suited spiv sits behind a table with three metallic cups. Under one of these, he places a small red ball and then the cups are swopped about at lightening speed. It's up to you to guess which cup the ball is now under. Once you've sussed out his technique there's not much to stop you winning every time, and it's almost a pity to take the money off the ol' sour puss.**



Ground Zero PD ★★★

demo of THE MONTH





MOVIE MAGIC

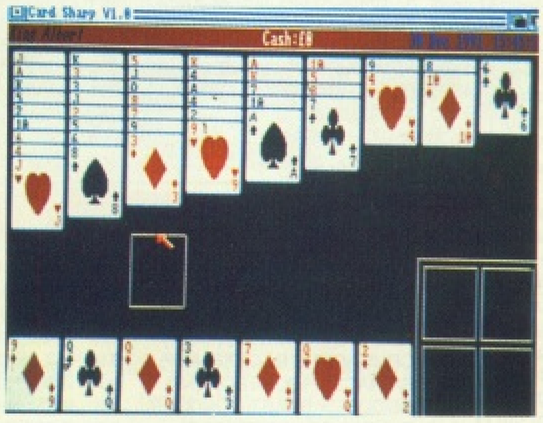
Just as we were beginning to fear that Eric Schwartz, champion of computer animation, was going stale on us, he's come back with a sequel to the amazingly popular *At The Movies*, starring Amy Squirrel. The mega demo comes on four disks and can be viewed in one meg mode, with intermediate disk swapping and without sound, or in full non-stop three meg mode with all the trimmings. Eric tells us that it took him a year to put together and he used at least six different art packages to get the final result. The animation focuses on Amy's visit to a cinema and her dreams of romance. Once again Mr Schwartz has produced a masterpiece of home computer animation, and he says that if you like the demo, feel free to copy it and send him a few pounds because times are hard for students. Somehow I don't think he'll be finding it hard to get work when all his studying is over.

17 Bit, Disks 1592 A, B, C + D ★★★★★

ON THE CARDS

If *Tumbler Street* doesn't take your fancy, Tower Software's *Card Sharp* most certainly will. Gambling freaks are well-catered for with six card games to choose from, including *Klondike, Calculation, Demon* and *Castle*. All the rules for the individual games are available for inspection so the computer opponent's cheating is reduced to a minimum. If you like more than a bit of luck in your games, as well as relaxation, a quiet hand or two could be just the trick.

17 Bit, Disk 1538





FRACS AND FANTASY

Mr Pet, Bit Arts and Cougar, better known as sound team, SANITY, have slaved night and day to bring you a rather quaint graphic demo. Incorporated on the single disk are several fantasy art pictures that scroll and rotate about the screen. The well-presented screens are complimented by 5 music tracks and a pulsating fractal image that twists to the beat. The songs average two-and-a-half minutes in playing time and use anything up to 26 instruments at a time.

17 Bit, Disk 1567 ★★★

SPACE ACE

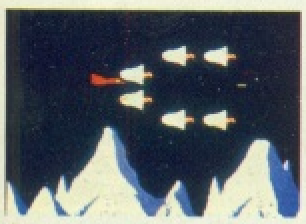
Running a close second to Eric Schwartz's demo of the month, Hardwire's latest is a must for film collectors and sci-fi fans alike. Featuring a fabulous starscape, the camera pans onto a lone spacecraft. An astronaut is awakened from deep sleep by the ship's computer to inform him of an intruder on-board the craft. The luckless navigator is then set upon by a huge Alien-like beast. Even though it's only 15 seconds long it's a fantastic piece of programming, although why the animation is interrupted by a rather average scroller and some boppy sounds is beyond me. Let's hope we get to see what happens next!

Rubber Radish ★★★★



EXPLOSION CORROSION

Excalibur have come up with a rather nice looking shoot 'em up. Although the controls are slightly unresponsive, the action is frenetic enough to hold your attention. Good use is made of a Sisters of Mercy track at the beginning and it's worth a purchase if you want to get to grips with a hard blaster.





Virus Free, 2101 ★★★

CLONE ZONE

Shoot 'Em Up Construction Kit games have always proved popular on the PD circuit and Wizard Games' *F-14 Tomcat* is another in a long line of such games. It might not have the playability of *SWIV*, but it's a competent vertically-scrolling fighter game nonetheless. The action is a tad slow and the controls are slightly sluggish, but all the land, sea and air combatants prove to be stiff opposition.

Virus Free, Disk 2081 ★★★



Crazy Joe's

Amiga Public Domain Software

PD GAMES! PD GAMES! PD GAMES! PD GAMES!

117	MONOPOLY (NP)	popular old board game
135	CARD & BOARD GAMES (NP)	Cluedo + solitaire games
138	PACMAN (P)	old but addictive!
195	ELECTRIC TRAIN SET (NP)	for when the kids are asleep!
315	RETURN TO EARTH (P)	"Elite" type space trading game
496	HOLY GRAIL * (NP)	excellent text adventure
648	STAR TREK (USA) (2) * (NP)	graphic adventure
680	LEARN & PLAY (2)(P)	maths, words and colouring for kids
727	RICHTER'S STAR TREK (2)(P)	best version to date
766	TREASURE HUNT (NP)	pirate treasure map game for kids
957	PIPELINE (P)	assemble your pipe quickly to keep the oil flowing
962	DRIP! (P)	rust the pipes, avoid the nasties arcade game
967	SNAKEPIT (P)	eat the food in the maze without eating yourself
991	JEOPARD * (P)	2 player game of world conquest
1004	GAMES DISK 9 (P)	including Tetrix Metallica!
1113	WET BEAVER GAMES (P)	funny demo plus arcade Ping Pong
1230	DRAGON CAVE (P)	Sokoban type game with excellent gfx
1245	RINGS OF ZON * (NP)	arcade RPG game
1411	ARCADIA (P)	excellent breakout game
1520	BALLOONACY * (P)	bomb the buildings & land your balloon
1539	MEGABALL (P)	the best breakout game around!
1544	SEVEN TILES (NP)	futuristic football game like Speedball
1577	FRUIT MACHINE * (NP)	best fruit machine simulator bar none!
1584	MISSILE COMMAND (NP)	stop missiles destroying your cities
1591	QUIZ MASTER * (NP)	excellent trivia game
1670	WHEEL OF FORTUNE (P)	based on the TV show
1700	TERROR LINER II (X)(P)	adults only arcade game!
1711	MENTAL IMAGE GAMES DISK (NP)	3 brill games on one disk!
1715	FRANTIC FREDDIE (NP)	C64 favourite platforms & ladders
1720	CABARET ASTEROIDS (NP)	faithful version of the classic
1746	WORD GAMES VOLUME 1 * (P)	exercise the grey matter
1747	WORD GAMES VOLUME 2 * (P)	and not the joystick!
1748	STRATEGY GAMES * (NP)	serious stuff including Sea Lance
1749	TRUCKIN' (2)(2D)(P)	run your own trucking company
1832	POM POM GUNNER *(P)	WW2 arcade action - our No.1 game
1879	SEA LANCE * (P)	Trident submarine simulation
1882	SIMPSONS GAME (P)	help Bart in this S.E.U.C.K. game
1883	BIONIX II * (P)	never-ending shoot 'em up!
1905	J NICKLAUS COURSES 1	data disk only!
1916	AIR ACE II (P)	excellent WW1 shoot 'em up
1926	NAPOLEONIC WARFARE SYSTEM * (P)	war game umpire
2011	TWINTRIS * (NP)	1 or 2 player Tetris clone - very good!
2013	ZEUS (P)	simple but addictive puzzle game
2016	DOWNHILL CHALLENGE (NP)	fun on the ski slopes
2018	WIZZY'S QUEST* (NP)	wizard fun! excellent game!
2049	MATHS DRILL (NP)	maths exerciser for all ages
2050	INSIDERS CLUB * (NP)	good stock exchange simulation
2051	ATIC ATAC * (NP)	explore and collect arcade game
2052	SHAPES (P)	addictive puzzle fun!
2057	BATTLE PONG * (NP)	1 or 2 player arcade classic
2155	GHOST SHIP (NP)	3D arcade adventure

DEMOS AND ANIMATIONS

747	POPEYE MEETS THE BEACHBOYS (P)	very funny!
773	SHARK ANIMATION * (NP)	deadly ray-tracing!
825	BUDBRAIN 1 (2)(X)(NP)	great 2 disk demo + naughty bits!
895	A TRIP TO MARS (NP)	demo with a difference
906	MADONNA CARTOON ANIM *(NP)	short digitised animation
935	MADONNA : HANKY PANKY (P)	excellent Madonna sample
1033	AT THE MOVIES ** (NP)	loves of a squirrel?
1188	FILLET THE FISH (P)	funny cartoon
1229	BUDBRAIN 2 (NP)	good as the first one? you judge!
1238	EVIL DEAD DEMO (X) * (NP)	get them before they get you!
1453	MORE AEROTOONS * (P)	3 Schwartz classics
1540	AMY .VS. WALKER ANIM * (NP)	Eric Schwartz at his best!
1541	BATMAN ANIMATION * (P)	funny Schwartz animation
1552	MAGICIAN ANIMATION 2 * (P)	simply magic!
1560	PHENOMENA ENIGMA * (P)	superb gfx and music
1628	DO THE BART, MAN * (NP)	a must for all Simpsons fans!
1701	TRON ANIMATION (2) * (P)	based on the film
1707	DECAY : SIMPSONS DEMO * (P)	should appeal to everyone
1753	LIFE OF BRIAN (2) (P)	sample from the film
1841	ANTI LEMMIN' DEMO (2)(NP) **	for Lemmings fans with 2 meg
1850	THE WALL (6)(2D)(NP) *	mammoth Pink Floyd six disker!
1856	BETTY BOO ANIM / SLIDESHOW (P)	doing the Amiga
1885	ROBOCOP ANIMATION * (P)	digitised from the film
1900	SILENTS : ICE DEMO (NP)	superb music and graphics
1902	VIRTUAL WORLD * (NP)	3D filled vector demo
1943	WINDSURFER ANIMATION (2)(P) *	very good
1947	MR POTATO HEAD (P)*	funny cartoon antics
1948	MR POTATO HEAD CHIPS ARE UP! (P)*	more adventures
1956	CREATURE COMFORTS DEMO (NP)	from the TV adverts
1982	3D PINBALL ANIMATION * (P)	beautiful ray-tracing

AMIGA A500 PLUS

certain software will not work on the new Amiga. We are compiling a list of compatible titles, but this will take some time to complete. In the meantime, problems can only be checked as they occur.

USEFUL SOFTWARE

81	UEDIT W/PROCESSOR (NP)	1545	SPECTRAPAINT V3.0
119	AMIGA MCAD (P)	1550	FLEXY-BASE V2.0 (P)
410	DPAINT CARTOON BRUSHES	1569	LANGUAGE TUTOR (NP)
442	DPAINT FONTS DISKS (4)(P)	1606	DATABASE MASTER 2.0 (NP)
458	HAM RADIO UTILITIES (5)(NP)	1629	SPECTRUM EMULATOR(NP)
571	JAZZBENCH (NP)	1663	DYNAMITE BRUSH FONTS (P)
580	DOPE INTRO MAKER (NP)	1858	202 UTILITIES (NP)
591	BUSINESS CARD MAKER (P)	1878	TEXTPLUS WORD PROC. (P)
632	MSH (MESSYDOS) (NP)	1880	DCOPY & UTILITIES (NP)
642	C MANUAL	1884	EQUINOX INTRO WRITER*(NP)
661	PROGRAMMING DISK 1 (NP)	1886	MED V3.10 (NP)
682	SOUND APPS. (2)(NP)	1893	DICE V2.06A (NP)
684	VIDEO APPLICATIONS (2)(P)	1896	DESK BENCH (3) (NP)
901	THE COMMS DISK (NP)	1906	PAGESETTER CLIP ART (8)(P)
1022	AMOS UPDATE 1.32 (P)	1914	SLIDESHOW CONSTRUC.(NP)
1095	DATABASE WORKSHOP(2)(P)	1942	MASTER VIRUS KILLER 2.2(P)
1097	DPAINT CLIP ART (2)(P)	1951	KING JAMES BIBLE (3)(P)
1099	VIDEO GRAPHICS (4)	1954	CELTICS DEMO MAKER(NP)
1117	GENEAOLOGY * (P)	1960	RSI DEMO MAKER (ENG.)(NP)
1228	ST EMULATOR (GERM.)(NP)	1961	RSI DM UTILITIES/HELP (NP)
1234	TETRA-COPY (P)	1962	TSB 3D VECTOR DESIGN.(NP)
1273	C-LIGHT (P)	1987	QUICKBENCH *(NP)
1450	NEW SUPERKILLERS (P)	1990	NIGHTFLYERS UTILS. IV(NP)
1451	ELECTROCAD V1.4 DEMO (P)	2004	TURBO IMPLODER V4.0 (P)
1452	AMIBASE (P)	2012	DRAW MAP V2.3D (P)
1536	NORTH C (PACKED) (NP)	2058	VECTOR BALL EDITOR * (NP)
1537	NORTH C (UNPACKED)(2)(NP)	2156	CODERS UTILITY DISK (P)

MUSIC DISKS / SLIDESHOWS

MUSIC DISKS		SLIDESHOWS	
61	J M JARRE - DEFINITIVE (P)	282	FORGOTTEN REALMS (P)
407	CD PLAYER DEMO * (P)	617	NEIGHBOURS SLIDESHOW
713	FLASH! - QUEEN (2) (P)	725	DIGGY PIGGIES (2)(NP)
724	TECHNOTRONIC REMIX (P)	742	MADONNA SLIDESHOW (P)
746	CRUSADERS BACTERIA (P)	814	VIZ SLIDESHOW (P)
941	S/TRACKER JUKEBOX (NP)	891	CREEPSHOW (P)
976	SCOOPEX BEAST SONIX(NP)	899	MADONNA S/SHOW 2 (2) *(NP)
1026	DIGITAL CONCERT VI(NP)	968	GOREZONE S/SHOW (X)(P)
1292	CRUSADERS : GENESIS(NP)	1051	TOTAL RECALL S/SHOW(NP)
1685	DEPECHE MODE MUSIC (P)	1085	COMIC SLIDESHOW (X)(NP)
1694	ART OF MED MUSIC DISK	1103	SPORTS ILLUST. GIRLS (P)
1695	SEAL CRAZY REMIX * (NP)	1263	RICHTER S/SHOW (2)(2D)(P)
1713	SPACED OUT VOLUME 1	1277	DIVINE VISIONS (2) *(NP)
1714	SPACED OUT VOLUME 2 (P)	1279	FORGOTTEN REALMS '90 (P)
1716	I THINK WE'RE ALONE (P)	1708	INVISIBLE WORLD (P)
1717	EVERYBODY DANCE NOW(P)	1719	YABBA DABBA CARTOONS (P)
1718	DOING THE DO(P)	1781	REFLECTIONS (NP)
1755	AMAZING TUNES 2 (3) *(NP)	1835	NIGHTBREED SLIDESHOW (P)
1993	CATS SING KYLIE! (NP)	1876	REFLECTIONS 6 (P)
2006	SAMPLE SENSATIONS * (NP)	1901	LEEDS UNITED S/SHOW (P)
2008	MOVE ANY MOUNTAIN * (P)	1919	DEBBIE HARRY (2)(2D) * (NP)
2059	VIVALDI 4 SEASONS (2) * (P)	1984	TERMINATOR S/SHOW(NP)
2159	CHARLY (P)	1986	ALIENS SLIDESHOW (NP)
2160	WHAT CAN U DO FOR ME?(P)	1991	AQUARIUS IMAGES (P)

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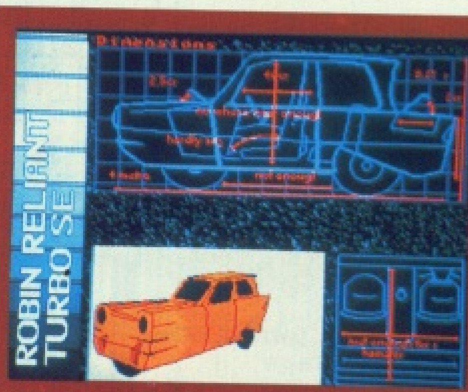
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DEMOS





LOTUS RELIANT

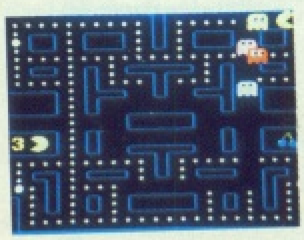
One meg users are in for a hearty laugh at the expense of all three-wheel car owners. 4th Dimension have put together a take-off of the recent *Lotus Esprit Turbo* game's spec sheet, with their *Robin Reliant Turbo Challenge* Demo. The disk has been created using AMOS and depicts our tri-wheeled chum as a bungling rust bucket that couldn't roll down hill with a strong wind behind it. Hilarious and so much sweeter if you know someone who owns one, eh Dan!

4th Dimension PD ★★★★

TOLKEIN ART

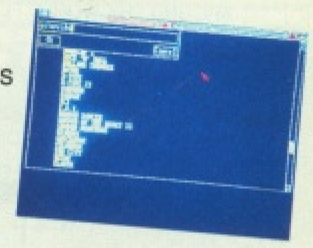
If you've ever wondered what the great J.R.R. Tolkein looked like, then you have two good reasons for getting this demo. Containing twelve digitised colour illustrations from the 1990 Tolkein calender, plus a photograph of the great man himself, the demo is a real atmospheric treat. Artist Ted Nasmite's interpretations of the characters that populate Tolkein's books are excellent. Ground Zero PD, Disk S55 ★★★★

GAMES GALORE



Ground Zero have put together another compilation of games that's an absolute must. The three games on offer are: *Moonbase*, a 'land-your-ship-safely-on-the-pad' affair; *Wanderer 22*, which is reminiscent of the BBC classic *Bone Crusher* where you must collect diamonds and avoid falling objects; and, best of the bunch, a simultaneous two-player near-perfect arcade conversion of *Pacman* that you won't be able to put down. Ground Zero PD, Disk 11 ★★★★

UNDERHAND TACTICS



If you're one of those people who keeps all their old magazines for the hints, cheats and tips pages, thinking one day you'll type them all into the computer for reference, here's a much better alternative. A huge collection of more than 100 cheats has been collated for you by Ecthelion. It's also possible to type in the name of a particular game and the appropriate cheat will then be found for you.

17 Bit, 1527 ★★★★

NO ESCAPE FROM ALCATRAZ





Another strong contender for the top slot is Alcatraz's space demo, Odyssey. This one has to be the longest demo I've seen, running for an impressive 25 minutes over five disks. It's a strange mixture of arcade parallax graphics, 3D space ships and just about every style of graphic you've ever seen on the Amiga. The whole thing revolves around the story of a hostile force that's threatening the very fabric of the galaxy. A lone fighter sets off on a mission to find the component with which to restore stability to the universe. Some brilliant 3D graphics, ranging from Epic-style dog-fights in space to speedy fractal landscapes that create a brilliant atmosphere. It can get boring after a while but it's really worth seeing.

17 Bit, Disks 1574 A, B, C, D & E ★★★★

PDTOP TEN

A-Animation S-Sound U-Utility G-Game M-Miscellaneous

1 Amy at the Movies II **A**
2 WWF Slideshow **M**
3 Cult TV! **M**
4 Vietnam Conflict **A**
5 Lotus Reliant **A**
6 Odyssey **A**
7 Shamen Remix **S**
8 Hardwire **A**
9 Tumbler Street **G**
10 Akira **M**

Compiled by CU Amiga

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- 848 JET MEN ....NEW!
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- 901 SEVEN TILES ....SPEEDBALL?
- 902 MASTER OF THE TOWN ....(1 MEG)
- 903 SCUM HATERS
- 904 DRIP ....(FAMOUS)
- 905 TENNIS ....(1 MEG) INC SPEECH
- 906 FRANTIC FREDDY
- 907 PSEUDO COP ....(ED 209)
- 908 STARTREK ....(2 DISKS)
- 909 TANX ....(ADDICTIVE)
- 910 CHESS
- 911 LLAMATRON
- 912 MONOPOLY ....(THE BOARD GAME)
- 913 WHEEL OF FORTUNE
- 914 JEOPARD, RISK TYPE OF GAME
- 915 MISSILE COMMAND
- 916 AMEOBA INVADERS
- 917 ROLLERPEDE, INVADERS
- 918 AIRMANIA, A CHANCE TO WIN AN AROUND THE WORLD FLIGHT .... WITH THIS
- 919 ZEUS
- 920 HOLLYWOOD TRIVIA
- 921 FLASHBIER, NEAT 200 LEVELS
- 922 H-BALL, ARKANOID CLONE
- 923 SUPER TWINTRIS, BEST

- 856 PRINTER DRIVERS.......... CAN'T GET THAT DARN PRINTER TO WORK????...........HELP
- 812 WINDOWSBENCH..2 disks.. YOU'VE HEARD OF WINDOWS ON THE P.C, NOW ON AMIGA
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!!!!REVIEWED LAST MONTH!!!!

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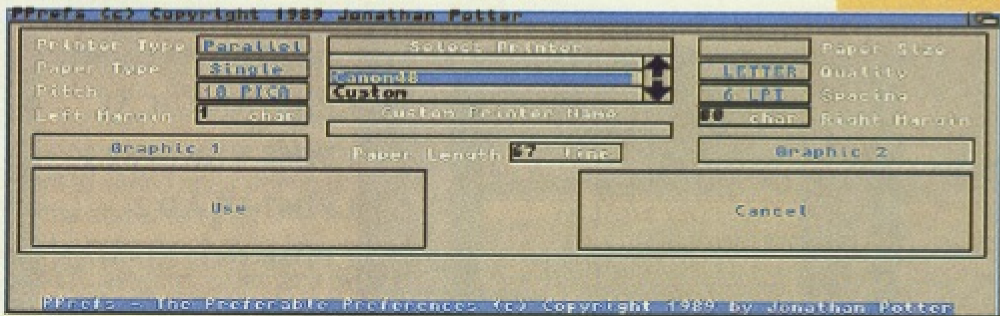
THE BEST NEW RELEASES • THE BEST NEW RELEASES •

Mat Broomfield is here to guide you through another bumper crop of invaluable PD utilities.



Print Studio provides you with options to fulfill your every requirement.

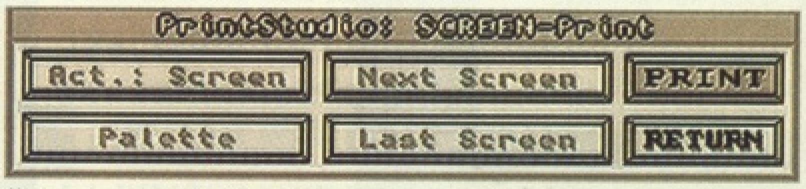
Below: Four printer drivers are included to ensure that *Print Studio* works with even the most obscure printers.



AMIGA PRINT STUDIO

If you've ever had problems printing text or graphics, the *Print Studio* could be exactly the solution you're looking for.

As the name suggests, it's a complete printing workshop, designed to streamline and simplify both complex and straightforward printing jobs alike. At the simplest level, *Print Studio* allows you to print ordinary documents or screens



You're not restricted to printing whole screens. *Print Studio* allows you to define specific parts of an IFF picture.

using a wide variety of printers. For maximum compatibility with the widest range of printers, forty-one printer drivers are included ranging from the traditional Epson ones, through to more obscure Canon and customised LC-10 settings.

It's easy to appreciate the program's more advanced features, too, such as its ability to print key parts of a text file. This feature is especially useful when you're working on a long document and don't want to keep printing the whole thing to check your latest changes. *Print Studio* can do the



Flexibility is the key to *Print Studio*'s text printing options.

same for IFF screens, allowing the user to specify certain parts of the picture to be printed.

The program includes a screen-grabber utility which permits the user to 'capture' whatever's on-screen and save it for editing or printing at a later date. The *Print Studio* is well presented and user-friendly and is improved even further by intuitive and easy-to-use preferences.

17-BIT, Disk 1543 ★★★

600 BUSINESS LETTERS

If you frequently have to write letters of a business nature, this disk will save you massive amounts of time. It contains many pre-formatted letters to cover most day-to-day business situations. The letters are grouped under seven headings: Accounts 1 and 2, Business, Employment, Legal, Order and Sales.

Letters under the accounts heading deal with invoicing and maintenance of customer accounts. Employ contains every possible staff and employment letter imaginable, ranging from letters of congratulation and contracts of employment, to letters of commiseration and job refusals.

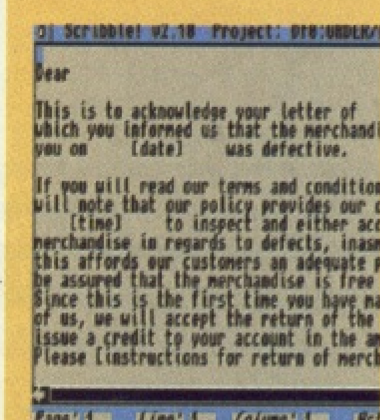
Order and sales letters pertain primarily to the supply of goods and services, both on a corporate and individual basis, whilst the Legal directory contains many frequently-used legal documents including deeds of purchase and more obscure papers.

Business, the final category, holds every letter that didn't fit into one of the other groupings. Each of the letters on this disk clearly indicates where you should insert details specific to your own requirements and they will load into almost any word processor or text editor. Similar collections on the PC can cost over £100.00, so this collection represents superb value.

17 BIT - DISK 1541

★★★★★

Just a couple of the letters contained on 17-Bit disk 1541. PC versions can cost over £100, so the disk easily wins this month's 'value for money' prize.



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X V086 VIDEO PRODUCTION (2) Both disks are packed with video & genlock utilities.
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X V358 GENESIS LANDSCAPE Sculpt or mould any landscape fractal. various types (FF501)
X V361 PDS UTIL'S:14 Music based collection this time, The latest mod convert program, The New Noise Player program, The Latest Multi Player program, which will play various modules not just one type. Some Modules for most music programs, & New instruments.
V365 - RED SECTOR MODULES (MUSIC) : Various excellent music modules for use with the demo maker (all by red sector). modules include Laser Intro, Loading, louzy House 2 & More.
X V366 600 BUSINESS LETTERS There are over 600 Standard business letters on this disk. Can be used as they are or insert some parts into your own letters/text.
V374 RED SECTOR BOBS EDITOR Simular to the vector editor ias an idea. It will easyly create Bob routines for the Red Sector Demo Maker Includes various Bobs to help you start.
X V375 ARNIE SAMPLES Extracts from the films terminator, Predator & The Running Man. (8)
X V390 DESK TOP PUBLISHING PROGRAM The first amiga PD Desk Top Publishing program. Includes various extra features over the old Word processor, Test Editor, Graphics editor & loads more.
X V392 AMICASH The best bankin program that i have ever used on the amiga. easy controls.
X V393 PDS UTL No 15: Boot Games, The idea is to install one of two games onto your disks bootblocks, Brackout and Breaker, very simple to use. BootGen, Another booyt block program. BootPic, This program will install any IFF picture onto your disks bootblock. Trainer Maker.
X V394 CHEMESTETIC is a program that draws molecules using the calotte model. Exellent effects
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X V397 MANDELBROT ADVENTURE KIT a nicely done mandelbrot generator with full source code.
X V399 PDS UTIL'S No 17 Stitchery is a patten program & sMovie a video production scroller.
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X V403 AMOS UPDATE V1.32 This is the latest update for the Amos Programmer.
X V410 PDS UTIL'S No 1: PRINTING UTILITIES Various utilities for any printer user, theres some excellent programs here like, PPType, PPShow, ABFD, View, Tiny Print, FastJet, A program for Deskjet 500 users you want to use the resolution enhanced graphic set. GWPrint II .
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X V423 C: COMMANDS This disk is filled with utilities which can be used in any Startup-sequence
X V424 PDS UTILITIES No 18 Another collection of utilities by us here, Utilities include, Antiflicker program, said to stop the flicker in High Res. Atari Emulator, Another program to turn your amiga into an ST. Smart Icon, This program will change your workbench & smart up the window system.
V429 DIGITAL MARKETING DEMO MAKER A new demo creator and not by Red Sector (2 Disks)
X V431 IMPLODER V4.0 This is the latest version of the best cruncher. Reduces file size for sorage on hard drives our your own collection disks.
X V433 ANIMATION STUDIO An excellent Animation crestor for you to make your own.
X V438 OPTI UTILITIES V2.0 This disk is packed with some excellent hard disk utilities.
X V439 AMIGA C: MANUAL II This manual is the complete C: manual for the Amiga & describes open & work with all parts of the C: system. It also contains various examples, some simple & some morecomplex all the way through the disks a tutorial is there to help you out. (4)
X V443 SPECTRUM EMULATOR V1.2 By KGB Various new features but the main updated feature is that it now has sound ability.
X V444 PRINTER DRIVER UPDATE DISK III Now contains instructionon how to install them. All previous drivers included on this disk. Over 90
X V445 JRCOMM V1.02 This is the latest version of the excellent modem based computer program.
X V455 LAND BUILDER A fractal generating program to generate landscapes.
X V456 PRINTING UTILITIES No 2: LABELBASE V3.0 An Excellent data base program this is very easy to use. Recomended. Varuious other good utilities.
X V457 PDS UTILITIES19: Flashcopy, New copier for the amiga. SYSInfo, deplays your machines details. BootX v4.02, One of the best virus killers.
V458 NIB COPIER Another coping program. Please check the copyright of the program that you intend to copy. Very good new version.
V463 SUPER C COMMANDS The disk is not as full as some others but comes with full instrustion.
X V468 DIGITAL ADRESS BOOK Collect & save your address lists on computer, By Mark Jarvis.
X V475 P.SUITE V1.4 A collection of programs called P.Write, a simple word processor, P-Draw, P-Render and much much more. Excellent disk
X V479 CHESS & CHESS UTILITIES A collection of chess related Puzzles, Programs & Utilities.
X V480 WHOM II THE NEXT GENERATION Dr Who fans will love this complete database of information.
V483 THE RIPPER GUIDE A collection of help-full utilities for people you rip pictures & sounds.
V484 ADVETURE SOLUTION (2) Another good collection of adveture solutions for various games.
X V486 DWB RENDER Another ray tracing prog
V488 A-RENDER v3.0 Another Ray tracing prog
X V489 AMIBASE II This is the latest updated version of the excellent database progam. now includes various excellent new features.
X V490 MESSY SID II This is the latest version. It will read MS-Das disks and tranfer any text files to & from the PC disk / Your Amiga. So you can do work on an IBM or an Amiga and swap text between them.
X V491 TEXT ENGINE V2.1 Another excellent word processor program Simple but will do the job
X V492 JAM RIPPER V1.7 & JAM CRACKER V1.0 A music editor & monitor which also contains an excellent music ripper program.
X V493 DESKBENCH V (3) This is an excellent Workbench replacment with special utilities. (3)
X V497 BEATRIX POTTER CLIP ART An excellent collection of clip art for any DTP program or Dpaint.
V498 THIEF SOUND RIPPER V3.0 Finds Sidmon 1, 2 (Midi), JHam cracker, future Composer, Sound monitor, Noise/Protracker, Startrekker, Delta, soundsystem, david Whiaker & Noisepacker.
X V499 STAR CHART V1.2 This is an excellent star plotting program with some intresting features.
X V500 FAULTY TOWERS SAMPLES With these sames you can create some weard music.
X V501 NEWSFLASH 21 System Info update, mega mon V3.0, IFF Con, Moni, No Directory, Last hope, Imploder V4.0, Deplode. (2)
V503 SOUND & MUSIC BAGS 1/2 These disks are packed with samples, modules & Utilities (2)
X V508 SWAG No4: FRACTALS Mandal blitz, Mand Anim, 2Plot & more. Reviewed in CU Amiga.
X V509 MED V3.2 This is another update to the Ultimate sound music program.
X V510 LITTLEBENCH This workbench replacement is the first one for the new Amiga 500p computer.
X V511 THE SUPER KILLERS V2.2: BOOT X v4.30. This is the best virus killer disk to date kills over 200 virus & may be more, Includes Various excellent killers. An excellent program for hard disk users. Recomended.
X V515 THE A64 PACKAGE V2.0 A very complete C 64 Emulator Actually runs faster that 64. Runs 64 basic. Transfers disks from your original 64 disk drive with a shareware lead (2)
X V517 VIDEO & IMAGES PACK 1: ToolsOnTap, Does fades, colourbars & gray bar generation. TitleGen Will do crawing credits. Stilstore, Creates over the shoulder graphics inserts like the 9 o'colck news. (3)
X V520 GRAPHICS AGraph Creates colourfull pie, bar and line graphs. Picbase, shows reduced versions of all your IFF pictures on disk / hard drive.
X V521 PLOTTING & GRAPHICS: PlotXY a powerful full featured plotting package. Plans a well done computer aided drafting program.
X V522 ARP V1.3 : Conman v1.4 Makes many im-provements to AmigaDos and makes your system easier to use. Includes full users developers guide.
X V523 DICE C Compiler Matthew Dillons full feat-ured powerfull C compiler and enviroment system. (2)
X V525 LABEL MAKER V1.3 An excellent disk printing program with various new features.
V526 DRAW MAP v3.1 Will now generate any 16 colour palette with user control, New features include larger maps with national boundaries, improved help and printing (2) Requires 1.2Mb.

X V528 PDS UTLS:20 Superduper, Another excellent disk copy program. Latest update with new feature. Diskspeed & FullView.
X V529 FRACTAL & SCULPT 4d: Tree 4d, Creates sculpt 4d trees with leaves. Contour 4d, IFSGen & Plasma.
X V530 BUDGET A program to help managing personal finances. This is a update to disk V280.
X V532 HORROR SAMPLES Another selection of samples to be used with any music program (2)
X V536 CATALOGUE UTILITIES A collection of utilities used to Catalogue disk/ Video/ Tape collections (2)
X V543 DISK STATION (2) An excellent workbench replacement with built in utilities like Sid and others
X V546 KIDS PAINT A painting program designed for children. Includes various colours and speech.
V547 RADBENCH v1.4 Another workbench replacment /Enhancement disk.
X V549 ELECTROCAD V1.4 Another Updated on the cad drawning preview written in Amos.

STAR TREK SECTION

X AT05 Klingon D7 Cruiser fires torpedoeswhile passing. NCC-1864 reliant Very good.
X AT10 ENTERPRICES Leaves the Star station dock. NCC 1701-A. The classic animation.
X AT14 GRABBER WORKBEE lands on the Enter-prise Ship. Anim & another NCC 1864 Reliant
X AT16 THE STAR TREK Animation of the bridge & various pictures from the films Star trek.
X AT17 THE TWOK NCC-1860 Reliant & the NCC 1701-A-Enterprise. MENSCH ROBOTER.
X AT18 TWOK-0 Anim NCC 1860 Avenger & NCC 1701-A-Enterprise. NCC 1089 Grissom.
X AT22 APPROACHING VESSELS Animation, Binary Flight Wireframe landscape by T.Richter
X AT23 STAR TREK FLEET MANEUVER NCC-1940 Fly over & by animation. excellent classic
X AT33 THE PROBE II Animation & BRID OF PREY Animation from Star Trek. KLINGONHIT
X AT34 LEAVING SPACE OFFICE Animation, DOCKING Animation from star trek. ATTACK MODE Bird of Prey Scout hip in attack mode
X 1060 STAR TREK THE NEXT GENERATION This game is by Terry A. Mc Intosh. v1.47 *
X 1081 THE UTLTIMATE STAR TREK Game by Tobias Richter. v1.0, (2 Disks)
X 1254 Star Trek The Shoot m Up game
2033 STAR TREK MEGA DEMO (2) T.Richter presents a Mega demo of Star Trek pictures.
X 2222 STAR TREK THE NEXT GENERATION This is the latest quiz game based on the Next generation (2)
X SMAUG120 The Star Trek the game by Eric Gustafson US inport regires 1Mb and (3) disks
SMAUG156 The Star Trek the game by Jimbo Barbers American version 1Mb and (2) disks
X AMUSE19 TREK73 A strek trek Battle Simul-ator where you can attack klingons & Romulans
X V367 STAR TREK INFORMATION A Data base of all the original series. Very Detailed.

MEGA DEMOS

1988 RAY OF HOPE II This is one of the best graphical mega demos we have seen he at PD-Soft.
1995 KEFRENS - GUARDION DRAGON The latest production from this great group.
2028 IBB - MANGAD This production has been voted DEMO OF THE MONTH NOV/91 by all here at PD-Soft. Excellent Sound, music & Grpahics.
2120 DMOB - ITS A LAME D-MO That right after many of months there back with a excellent VECTOR PRODUCTION Voted DEMO OF THE MONTH DEC/91
2137 WILDFILE Reviewed in most of the popular magazines. Brilliant with plenty of innovative parts.
2174 HYPNAUTIC HAMMER A Fantastic fast moving Animating Mega Demo with great effects.
X 2203 RAM-JAM - THE GROVE An action packed Mega Demo credited by Ram-Jam. Very Good
X 2211 TRACKRO - VECTRA A New style Mega demo with some Great Graphics & FX. Voted DEMO OF THE MONTH JAN/92 By all here at PD-Soft.
X 2216 UNKNOWN TERRITORY - AXIS A Brand new demo thats out of the world, Recomended
X 2217 TRACKMO - REDMIX An interactive Meda demo with fantastic Graphical effects & sound.
2247 PLASTIC PASSION - UP FRONT just one of the various excellent mega demos from this month.
2250 ODYSSEY - ALCATRAZ (5) This is another of the brilliant mega demos from this onths releases.
2258 SEEING IS BELIEVING - ANARCHY Thier back with another mega demo to rocket to the top of the charts. Recommended By PD-Soft.
2259 HARDWIRED - CRIONICS (2) The best are back & heads the charts with one of the best, may be the best mega demo to date. DEMO OF THE MONTH FEB/92 Recommend & voted number one by PD-soft

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X L14 CLASSROOM MATHS Educational programs for the age group 6-12. The Class room, Liftoff, Rescue, & Goal.
X L15 SPACE BLOB II THE CRYSTAL CAVERNS * Excellent follow up to Space Blob travel through levels.
X L16 TANK BATTLE This is a convertion of the ultimate classic game from the Atari VCS called combat. 2 Player
L17 DIANETIX RED SECTOR EXTRA DISK 1 : The IFF Converter lets you convert IFF Pictures into various formats including sprite 4, Sprite 16, Copper, ILBM, Raw Norm, Raw Blit & Outline.
L18 DIANETIX RED SECTOR EXTRA DISK 2 : This disk contains the Red Sector Vectordesigner program. yes the Red Sector version. Also contains full instrustions to use it.
L19 DIANETIX RED SECTOR EXTRA DISK 3 : FONT EDITOR Now you can create & Edit any font. Also comes with full documents & Help files.
X L20 AVINA BLUE A sideways shoot em up in the scrable style. Simple but very active to play.
X L21 CHALLENGE OF THE MATRIX The idea of the game is simple. Simular in style to bouncer.
X L22 SPECTRUM Cross between batty & Space invaiders

DEMOS

1762 TERMINATOR II SLIDE SHOW There's some excellent pictures from the film (2)
1867 THE KLF EXTERNAL STEREO REMIX One of the better house music disks. Stereo
X 2004 TECHNOTRONIC MIX (1Mb) The Beat Factory Presents this excellent Megamix.
X 2037 ENIGMA SADNESS 1 Another cover version of a spectacular music dance track.
X 2086 BUZZARD ANIMATION (3) One of the best animations of 1991. A classic and brilliant produd (1.5MB)
X 2126 FRACTALE MOUNTAINS A Slideshow of various Fractale calculated landscapes. (2 Disks)
X 2213 PLAY SID V2.0 The Best Commodore 64 music on the Amiga to date. On Three disks (3)
X 2229 JUSTIFIED & ANCIENT (2) The KLF & Tammy Wynette present stand by the jams remix.

GAMES SELECTION

SMAUG149 MORIA V3.0 Excellent role playing game with new improved graphics.
1073 TETRIS ORIGINAL This is the closest game to the original tetris computer game. A Classic
X 1420 DTRIS This is the best 2 Player Tetris game.
X 1454 MEGA BALL (THE BEST ARKANOID GAME,Better that any Full Price Games).
X 1486 SOLITAIRE & SOLITAIRE ROYAL Two very excellent & addictive card games.
X 1561 TRITWIS This is the best version of Tetris on the amiga with a 3 play option.
X 1735 ASTERIODS 'THE ORIGINAL' Another old classic. Remember that Classic.
1747 LLAMATRON GAME 2001 By Jeff Minter Briliant stuff & Excellent production
X 1749 SCRAMBLE 'The Original'Remember that old classic well is now on the Amiga.The Shoot em up.
X 1816 SUPER TWINTRIS Totally playable. up game with an armed Teenage Turtle.
X 1870 PATIENCE'S & DOMINOS The famous card game, this is the best version to date.
X 1964 AMIGA COLUMNS Famous convertsion of the original game columns. Tetris variant
X 1977 POM POM GUNNER Shoot down the incoming world war II air planes.
X 1981 TRUCKING ON A truck traveling adventure trading game. An excellent simulator. (2)
X 1984 AIR WARRIOR The first real flight simul-ator on the amiga with various Air planes to Fly
2018 JETMAN Another spectrum classic converted to the amiga. It's JetPak.
X 2022 SEA LANCE The first Silent service type sub war game within our amiga PD collection. BEST GAME OF 1991 BY AMIGA FORMAT ISSUE 30
X 2054 ATIC ATAC A rendition of the game from the original Spectrum computer.
X 2161 ETHOS GAME An excellent new role playing/ Stratery game. Load through workbench.
X 2162 BATTLE OF BRITIAN WAR GAME 2 Strategy war games which both need loading through Wb.
X 2164 DUNGEON ON NADROJ This is the best Dungeons & Dragons Public domain type game we have played in a long time. GAME OF THE MONTH JAN/92. Recommended for all Hack & moria players.
2170 NU GAME A vertically scrolling shoot em up where you must battle through various motherships.
2171 WESTLANDS An excellent game, viewed in most Magazine with very good reviews.
2173 CARD GAMES Various card games titled Cribbage, Blue moon, King, Patience & Hearts.
X 2177 MISSION X : RAID II This is a shoot em up game in the style of SWIV & 1943. Very good game
X 2178 SURVIVOR An excellent space based adveture game in the Aliens theme. Nice colourfull graphics & recomended by all here at PD-Soft.
X 2179 ADVENTURES IN HELL A collection of six games, Jedi, Star trek, Atlantis, Ring & Indication.
X 2180 SKODA CHALLENGE An excellect 4 player hotRod game written in Amos. Simple but good fun.
X 2185 BATTLECARS This is one of the best PD Games on the Amiga to date, Solid 3d graphics. travel around, track down the other cars and destroy.
X 2199 PARACHUTE JOUST Another excellent game where you are falling down to earth. you must take the Parachute from the other player by hiting him. there an excellent graphical ending for the loosing player.
2218 THE BEAST Simular game play to the classic chess. Take your side and trap the Beast. very good.
X 2219 NAPOLENIC WAR SIMULATOR v5.0 Excellent program sent direct by the author.
X 2220 STRATEGIC GAMES Eternal Rome, Lords of Hosts, In Moonshine. Excellent collecytion.
X 2221 MIND GAMES 21 of the best Mind games to challenge your mind not your shooting games.
2224 SWORD OF THE WARLOCK A Bards tales / Eye of the Beholder adventure game packed on three disks. The best Shareware role playing game on the amiga. Excellent Adveture. (3) 1Mb (2Drives)
2233 ROYAL BOULDERDASH Another of the classic games based round boulderdash.
X 2265 HOLLYWOOD QUIZ. A nicely produced quiz game with a choice of subjects. DOWNHILL SKIING
X 2270 SNAKE PIT, CHINA CHELLENGE & RUBIK
X 2271 CLUE (Cluedo Game)
X 2273 BACKGAMMON, PUSHOVER & PUZZLE PRO
X 2278 CARD SHARP A very professionally present ed selection of solitaire type card games.
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APD350 STORY BOOK2 is cute activity co where you have to kill the Evil witch.
APD356 POWERBASE V2.0 This is an easy friendly and Powerfully database which can upto 10,000 records.

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PD UTILITIES

MR BUN'S HOT PD

Here's one for people who enjoy rummaging through a good compilation disk – it contains a mixed bag of eight different programs. First up is a neat little program called *Track Display*, which shows you which tracks any active drives are reading from, or writing to, as they run. This is especially useful when you're trying to locate damaged tracks or if you want to check the activities of track-loading systems.

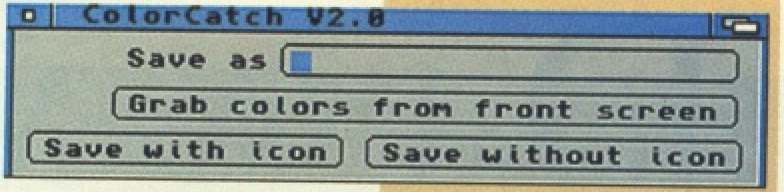
Color Catch is a handy program for anyone who needs to change the colours of the screen display quickly and easily. When it's first activated, it stores the current screen colours in a small executable file. If, at a future time, the screen colours need to be restored, simply call this executable file and the stored colour information will be imposed on the current display. Very handy for programmers or disk compilers who don't want to spend ages writing boring bits of code time and time again.

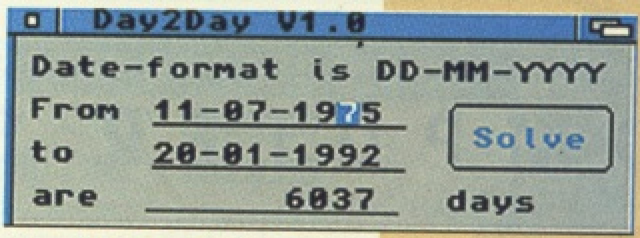
Day2Day is a program that fits into the 'Useless but fun' category. Given any two dates, it will instantly calculate the number of days in between them. Ideal for working out how many days until Christmas or your birthday so that you can start dropping hints nice and early!

Virus Checker 5.26 is an anti-virus program which is capable of detecting and killing validator viruses as well as the less dangerous file and boot-block varieties. Although this program has been around for a little while, it's still highly regarded. Also on this disk are three games, including new versions of *Frogger* and *Othello* and a really stimulating strategy game called *Minecleaner*.

17 Bit – Disk 1558 ★★★

Programmers will appreciate how easy it is to change screen colours thanks to *ColourCatch*.





How many days since you were born? Find out instantly with *Day2Day*.



Everyone should own a decent virus killer, and *Virus Checker 5.26* is one of the best.



Minecleaner is simple to play, yet has the addictive qualities of a classic!

ORGANIZE

Here's a great disk for anyone who needs a bit of organisation in their life as it contains six useful programs to help you control different areas of your day-to-day routine. *Textra* is a straightforward text editor which has all the basic features and a couple of less common ones, such as case-changing (which lets the user change text from capitals to lower case and vice versa). The only omission is printer support, which makes the program far less useful than it would otherwise be.

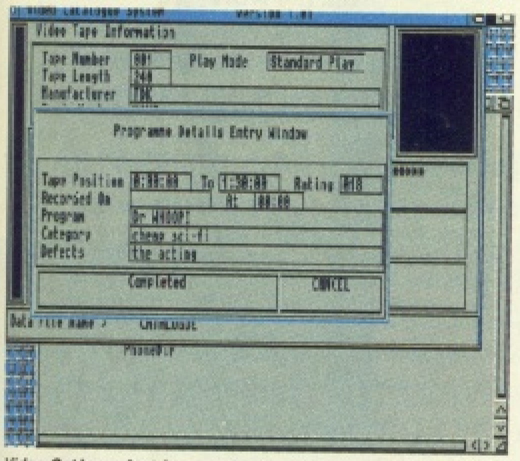
PopDIR is a very handy directory-listing tool which is ideal for those occasions when the user needs to know the contents of a disk but isn't able to open a CLI window. Once activated, it offers the user a selection of devices including logical ones such as RAM:, RAD:, DF0:, HD1:, etc. Once a device has been selected a directory list can be requested or the program can check for the IRQ virus.

QCal is an easy-to-use computer organiser. Once loaded, a calendar appears set to the current date (provided your RAM expansion includes a clock). The user can then add messages at any date in the future so that he can keep track of engagements or important events. The program is especially useful for hard-drive users – once added to the startup-sequence it will automatically load each time the computer is switched on.

Phone Dir is the ultimate in quick'n'easy phone number databases. It has space for a name and number only, but it's particularly handy because it includes an auto-dial option for modem users.

Video Cat is perfect for people like myself who own a large collection of video tapes and who never get around to labelling them. It allows me to keep a complete record of every program on every tape in my collection. It even lets me specify the start and end time of the programs, their rating, type, duration, play mode and tape manufacturer. Of course, I now need an extra half-an-hour per tape to fill all these details in but 'No pain, no gain'...

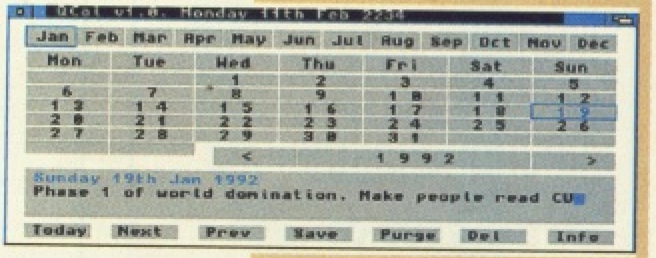
VIRUS FREE – Disk 2096 ★★★★



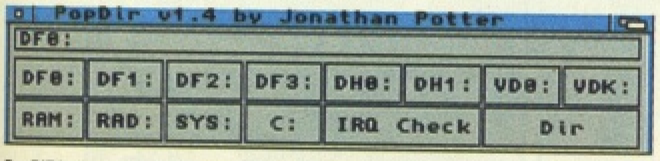
Video Cat is perfect for people who keep forgetting to label their videotapes.



PhoneDIR doesn't have any frills, but it will autodial if you're using a modem.



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PopDIR is the quickest and easiest way to find out the contents of a directory...

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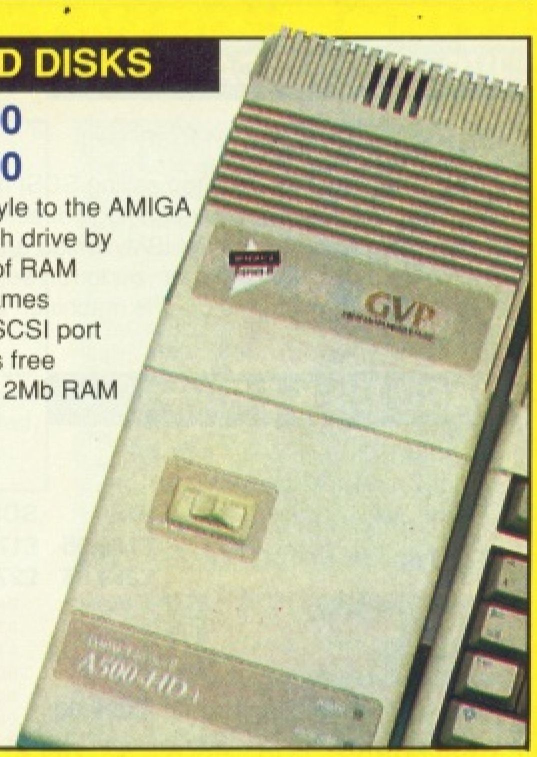
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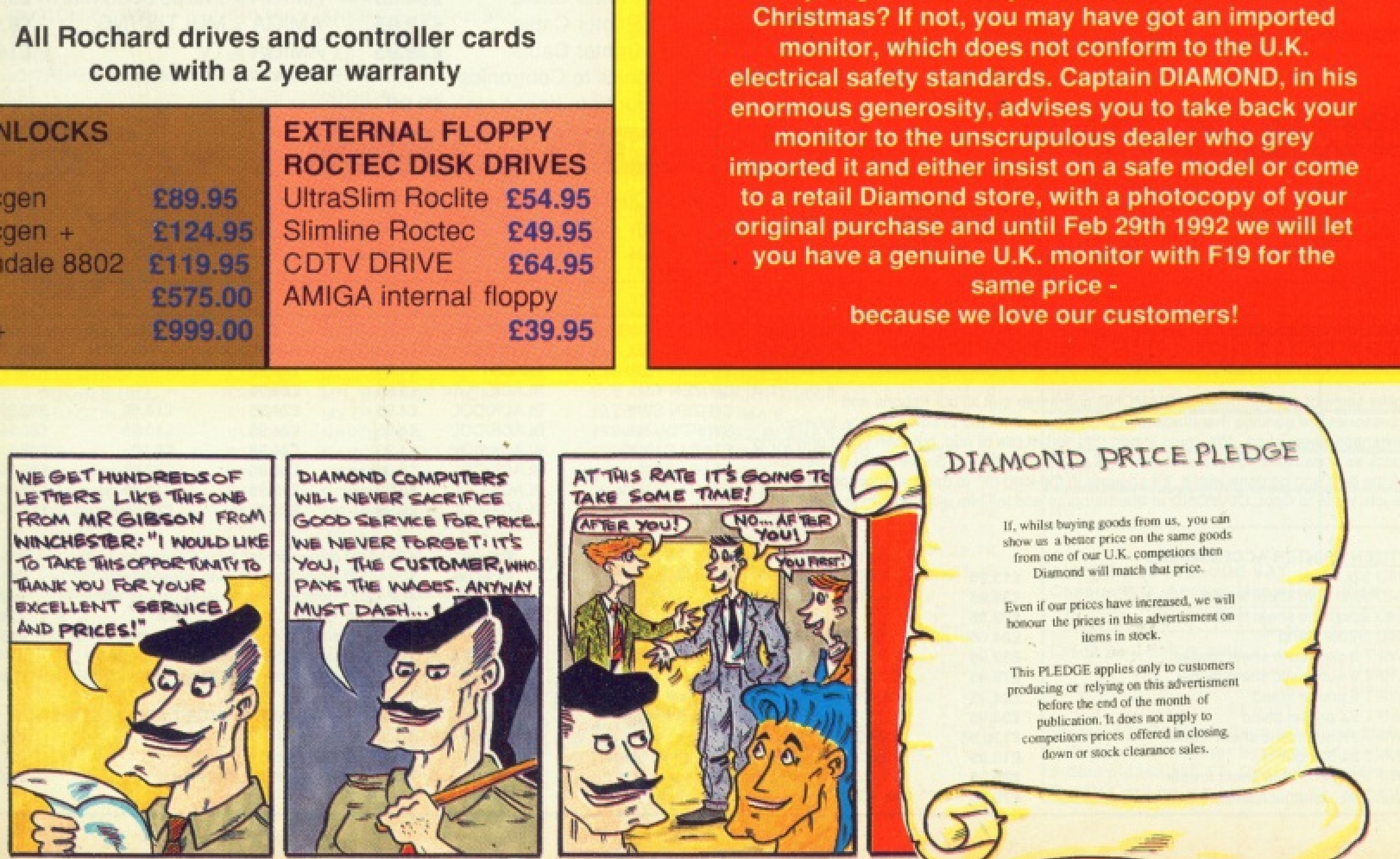
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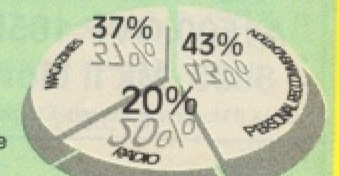
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TARTAN UP YOUR AMIGA

Amiga Centre Scotland (ACS) have already carved themselves a sizable reputation with their Harlequin graphics board, and their updated version looks set to wipe the smug grins from the faces of American Video Toaster owners.

The Harlequin Plus provides Amiga owners with a graphics workstation which can produce television-quality stills and animation. Retailing at the two thousand pounds mark, it lets the user create images which have previously only been available on high-powered workstations costing ten times the price.

The system, which is based on ACS's original Harlequin, provides three new display modes and an overlay system which, for the first time, makes large-scale animation feasible. It builds upon the 24-bit technology which ACS have developed over the past few years, and the result means the new board is faster, more powerful and generates more impressive results than anything that's gone before.

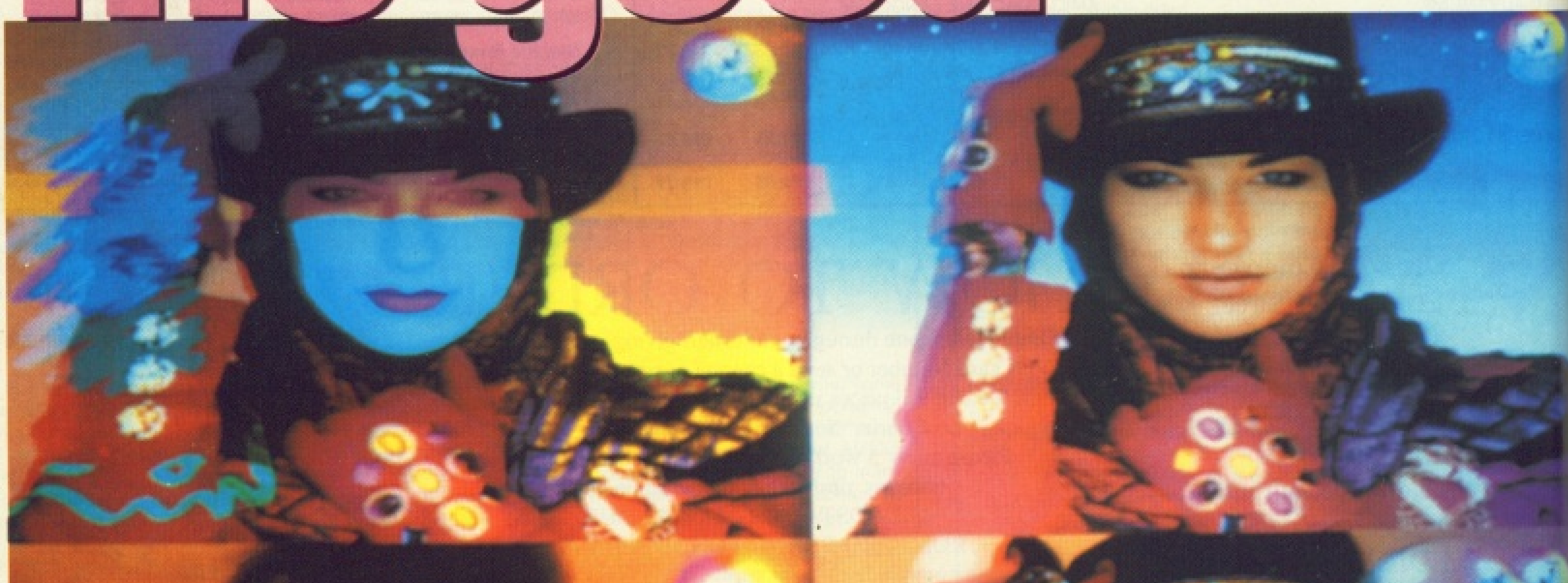
To use its technical specification, Harlequin Plus is a 24-bit frame buffer, with an additional 8-bit alpha channel. In practical terms, this means that the Harlequin can be used to view, edit and output images drawn in 16.7 million colours. But it doesn't end there. The photographic-quality images don't just have to be used on TV or video, they can be sent to a slide maker to produce 35mm slides. In addition, the images can even be output to a revolutionary new poster-making printer which makes the massive billboard ads.



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colour me good

The world of 24-bit graphics is about to witness its most exciting new release ever. Mat Broomfield finds the future's so bright, he's got to wear shades...





Having first scanned this picture, *TV Paint*'s blur mode was used to send the picture into soft focus.

Using a colour scanner, Harlequin can also be used for commercial-quality photographic retouching, enhancing lifeless or dull photos and producing vivid images which can be used for everything from credit cards and washing powder cartons to magazine covers and posters. So the list continues, but is there nothing this new board can't do?

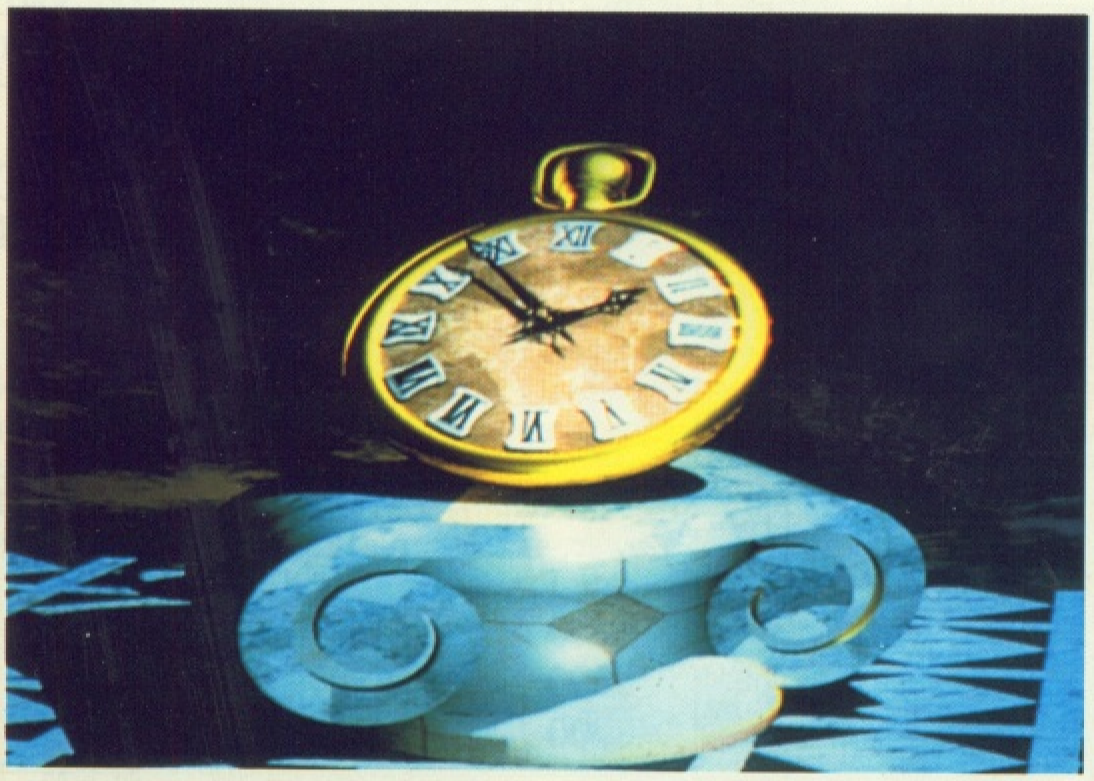
TIERS OF A CLOWN

The Harlequin comprises a two-tier circuit board which plugs into the internal expansion slot of any Amiga from the A1500 upwards. The board is then connected directly to a monitor using one of several adaptor leads. When in use, two monitors are required – one to see the output of the Harlequin, and the other to see what you're telling it to do. A standard monitor will suffice for work in the lower resolutions, a hi-res or multi-synch monitor will be required for any high resolution work. Also, due to the enormous amount of processing required to handle 2mb 24-bit images, the use of an accelerator board featuring a 68030 or '040 chip is strongly recommended.

The Harlequin's main claim to fame is that it can display 21 and 24-bit files from a wide variety of sources. In essence, the board acts as a disk drive or printer in that you have to save files to it before they're displayed. Similarly, you can load files back from it, ready to save to disk in your chosen format. Using the Rasterlink software provided, the user can load and display files generated by the likes of *Caligari*, *Real 3D*, *TV Paint* and many others. These files can then be saved off in DEEP format (the near standard for 24-bit images), or using *Art Department Professional* (*Ad Pro*) or *TV Paint* they can be stored as JPEG files.

HARLEQUIN PLUS
...at a glance

• Most powerful European 24-bit system yet • Ideal for studio or private use • Excellent power to price ratio • Conforms to national video/TV standards • Can be used for video/film/35mm slide or paper output • Fairly user-friendly

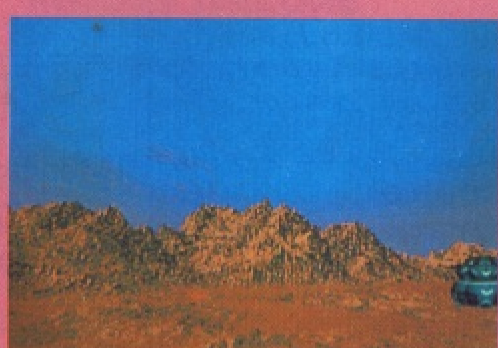


24-BIT GAMES?

One of the most interesting possibilities to arise from this new technology is the possibility of games sporting millions of colours. Will it ever happen or is it just so much Scotch mist?

At the moment 24-bit systems cost far too much for the average home user, but learning the lessons of the past, prices are bound to fall drastically as the technology becomes more widespread.

If you look at the ZX-81, which originally cost over £150, used a monochromatic display, and held a minuscule 1k of memory, it's hard to believe that it was only ten years ago. It was followed by the Commodore 64 which boasted 16 colours and 64k of memory. Today, you can buy an Amiga sporting a palette of 4096 colours and 1mb (1024k) of memory for about the same price in real terms as that first ZX-81. Thus, with such progress, it seems reasonable to assume that within the next five to ten years, we'll all be playing 24-bit games.



A RIOT OF COLOUR

Although the Harlequin Plus is perfectly at home when used as a screen displayer, it comes into its own when outputting images directly to other packages. The best example of this is the aforementioned *TV Paint* which retails for roughly £800.

TV Paint is basically a glorified 24-bit art package, but offers more because of the Harlequin's alpha channel. The alpha channel comprises eight additional bits per pixel, and can be used to add special effects not normally possible with 'ordinary' art packages. Advanced anti-aliasing and smoothing effects, as well as precise control over colorising, and shading are all possible thanks to *TV Paint*. The package has been written specially for the unit by French pioneers, Tecsoft, and has been created 'by artists for artists', which means that everything has a very responsive feel, and contains the sort of tools that artists presumably require.

Commercial artists will appreciate *TV Paint's* ability to work on screens up to 2048x1366 pixels in size (over four times as large as Harlequin's standard hi-res page of 910x576). This means that the user can design images which, when output through a ➤

colour me good

35mm slide maker, will result in transparencies which can be enlarged massively before losing clarity.

Ad Pro is another very popular utility which can be used in conjunction with the Harlequin. The program is a high-powered image processing tool which uses the Harlequin's double buffering feature. Double buffering allows the user to cut between two screens in memory at once to create a composite image. It's particularly useful when working with genlocked images, and can be used to create additional effects, such as rub-through where one image is rubbed away to reveal a second beneath..

ADDRESS BOOK
Although a price has yet to be fixed, the Harlequin Plus is likely to retail for £2000+. You can find out more from Amiga Centre Scotland, 4 Hart Street Lane, Edinburgh, EH1 3RN. Tel: 031 557 4242.

FMV – THE FACTS AND THE MYTHS

FMV is currently one of the hottest Amiga buzzwords. It stands for Full Motion Video, and taken to the extreme it represents full-screen TV-quality animation running on the Amiga. This could cover a virtually infinite spectrum of subject matter, ranging from short educational clips right up to full-length feature films.

Unfortunately, using existing technology, it's impossible for two major reasons. Apart from CD-ROM, there are no drives fast enough to transfer the images to the computer in real-time, and the computer can't accept data at a fast enough rate. The problem is caused by the Amiga's data bus, which is the expansion slot at the side of the machine. At top rate, it can only accept a maximum of 2mb of information per second. If we assume that an average 24-bit screen is about 1.5mb in size, the computer couldn't manage to load and display two screens in a second. Several companies are currently trying to solve the problem, and most are working on image compression as the possible solution.

Although there's still no officially recognised format for 24-bit images on the Amiga, ACS have won high level support for what they call DEEP format. French specialists, Tecsoft, have taken this format and come up with what they call TVDC – Compressed DEEP Format, which saves up to 60%. Unfortunately, they appear to have been pipped at the post in the race for the ultimate compression system, and a new standard has been proposed which looks set to turn the computer graphics world on its head.

The Joint Photographic Expert Group have come up with a universal system dubbed JPEG, which claims compression rates as high as 97%! Unlike previous systems which attempted to compress every part of image data, JPEG actually discards some of it. Having taken the basic image, it groups the pixels into blocks of eight and uses the combined luminance and hue values of the pixels to calculate an average for the entire block. Having performed some extremely complicated fractal maths on the result, the image is stored in a truncated form.



Picture compression rates of up to 97% are possible using the new JPEG format. To test it out, we compressed a 1.5 megabyte picture of a dog and ended up with this 24-bit image which only occupies 24.6K!

Games featuring 16.7 million colours are likely to become a reality in the future. We took the opportunity to see how one of today's classics would look.



First we took a grab of the *Robocod* screen...



Using the Stencil mode in *DPaint*, we removed the current background...



Using *Art Department Professional*, we imported the 5-bit IFF screen and converted it to a 24-bit image Finally, using the rub-through option, we scraped away the black background to reveal the glorious 16.7 million colour image underneath.

MODES GALORE

The new unit also features new graphics modes, offering increased speed and flexibility for the professional user. The first of these is called 16-bit mode, and it lets you have 65,000 colours on-screen at once. Although this is a massive decrease in the colours offered in 24-bit mode, it's adequate for all but the most demanding of graphics requirements. It also carries with it the great advantage of reduced storage space and loading times.

There are also two new 8-bit modes, one of which lets you use a fixed 256 colour palette, whilst the other gives you 256 colours fro m the full spectrum of over sixteen million. Again, both modes have the advantage of significant savings in both memory and disk space, making animation more feasible.

The final new mode, is called 4-bit overlay and can be used in conjunction with the other Harlequin modes, ranging from the standard 16.7 million colour display down to the two 8-bit versions. It allows the user to create a screen-sized overlay using sixteen colours, which is treated as a separate entity to the main screen. Because the overlay uses a severely reduced palette, it's small

colour me good

enough to animate in real-time, or by using colour cycling.

CONCLUSION

As a professional graphics tool, Harlequin is unequalled. It employs revolutionary technology to provide the user with a reasonably-priced and eminently usable piece of home production equipment. I suspect that many Paintbox-trained specialists will be shaking their heads in dismay, as virtually anyone can now acquire the tools and knowhow to do in months what they've taken years to learn.

For ordinary home users, the Harlequin Plus may not seem any more than an interesting pipe-dream or news item. However, its ground-breaking technology heralds the way forward for all computer users, and today's luxury may so easily become tomorrow's standard.

DICTIONARY DEFINITIONS

- **16-bit mode** – Uses 65,000 colours and offers faster loading and greater disk and memory savings.
- **8-bit mode 1** – Uses a fixed palette of 256 colours. Ideal for testing graphics before committing to a full 24-bit rendition.
- **8-bit mode 2** – Uses 256 colours from a palette of 16.7 million. Slightly more flexibility than mode 1.
- **4-bit overlay** – Allows definition of a sixteen-colour, full-screen sprite which is positioned on top of other graphics. Ideal for logos and animation, it can be used in conjunction with the other modes.
- **Faster processing** – The new board runs approximately 10% faster than its predecessor.

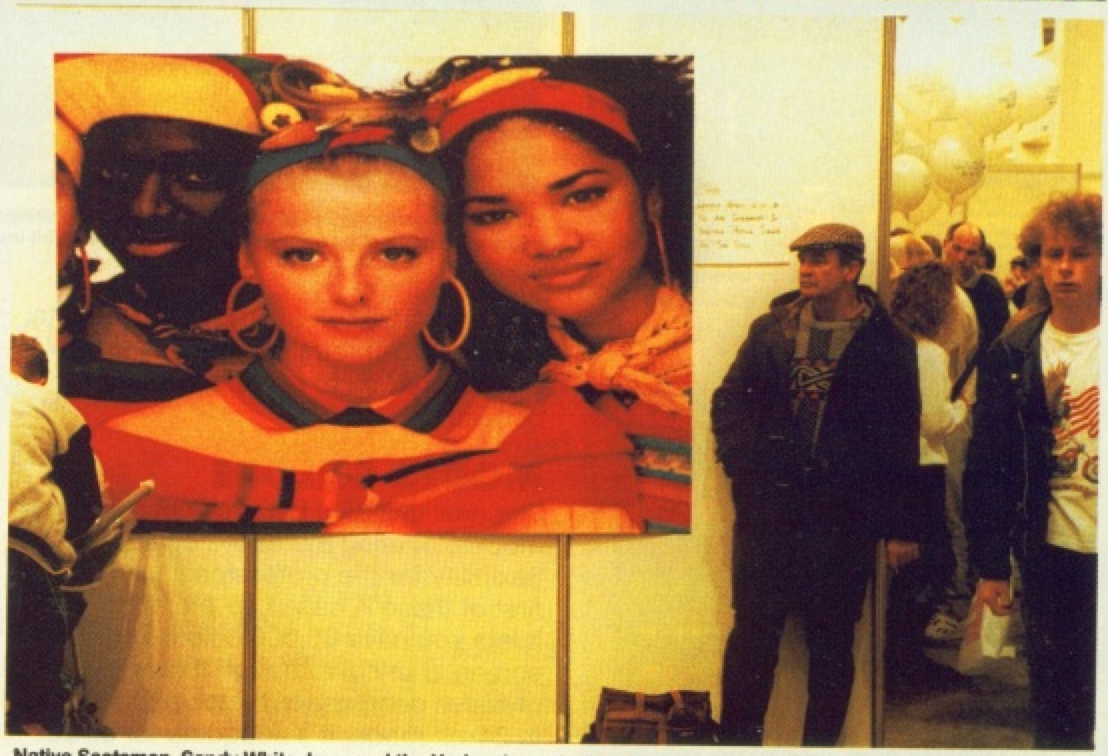
VERDICT

Best and most enjoyable 24-bit board yet

EASE OF USE	80%
VALUE FOR MONEY	90%
EFFECTIVENESS	95%
FLEXIBILITY	90%
INNOVATION	95%
OVERALL	**90%**







Native Scotsman, Sandy White, has used the Harlequin as the basis for a commercial poster-making business. Using a special ink-jet printer he designed himself, Sandy can output any 24-bit image direct to paper, creating posters ranging in size from a couple of feet to hundreds of feet long. The process is admittedly slow, but Sandy says that it's ideal for producing small runs of posters and knocks the spots of any service his competitors can offer. Apparently, the hardest part of developing the process was finding ink which was both weatherproof and light resistant, yet sprayed smoothly from the ink nozzles.

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let's get fiscal

Donning his red braces, Nick 'Gecko' Veitch analyses Gold Disk's new spreadsheet, *Professional Calc* to three significant figures.

Numbers. There are an awful lot of them. Big ones, small ones, ones. There are just so many numbers out there relentlessly interacting with each other, it's time someone got them under control.

Professional Calc v1.0 is a spreadsheet. It's task is to control your numbers for you. It's the computer equivalent of squared paper, a pencil and a calculator. Being computerised, though, it works faster and you can be slightly more sure of the results at the end of it all.

PRISONER – CELL BLOCK H

In order to organise the numbers, *Pro Calc* puts them into cells. The screen is divided into a grid of rows and columns. Rows are identified by a number and columns are identified by letters. At each intersection of a row or column is a cell. Thus, each cell has an address so you know where a number is when you're looking for it.

Making calculations is about putting numbers to work, so it is important to know where to find them. Functions are performed on the numbers by referring to the addresses, the results will be locked up in another cell. For example, if you wanted cell A3 to contain the sum of the previous two cells in that column you would enter into cell A3 the expression: '= A1+A2' or, '= sum(A1:A2)'. That's all there is to spreadsheets: keeping numbers in their place.

MORE THAN A NUMBER

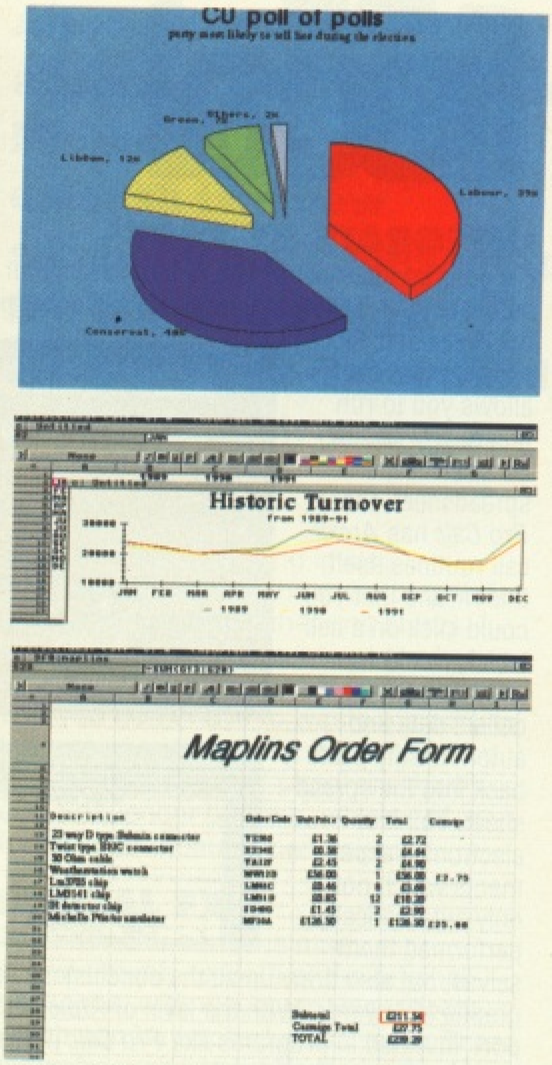
Pro Calc also lets the user insert text into its cells, and you can also choose the font and point size of the text. This means that everything is not only faster and more accurate, but it also looks nicer.

Text and numbers can be coloured too. *Pro Calc* supports 4, 8 or 16 colours and a variety of screen modes, including the superproductivity modes if you're lucky enough to own a Kickstart 2.0 machine.

The program automatically adjusts the height of rows to fit the fonts. Column width can be altered manually so there's no need for your spreadsheet not to output direct from *Pro Calc* rather than exporting the data into a wordprocessor or DTP package for reformatting.

FUNCTIONALITY

If you had to write your own expressions for the complicated calculations you'll have to perform, it would take you a long time and also invite an unwelcome error factor. *Pro Calc* comes with over 130 predefined functions, about the equivalent of the most expensive Casio calculator you can buy. These functions cover a very wide area. Of course, there are the standard trig and boolean functions but there is also a host of financial and statistical formulae built in. Just because *Pro Calc* is a spreadsheet doesn't mean it's all about finance. Spreadsheets were originally designed for use by scientists for entering experimentally-obtained data, so there are plentyt of functions for dealing with statistics and mathematical problems.



Top: Outstanding pie-charts can be produced and exported in a numbr of formats. *Middle*: Charts appear in their own scaleable windows and can be set up to auto-update if you are still working on the spreadsheet *Above*: Imagine an order form that automatically adds itself up so you can just print it out and send it off. Well, here it is. . .

CHARTED TERRITORY

It's not often that people want to just look at a pile of numbers. Charts and diagrams are much more interesting. *Pro Calc* has extensive charting facilities enabling your data to be displayed as a pie chart, a line graph, three dimensional line graphs, barcharts, scatter diagrams and just about anything else you can think of.

ADDRESS BOOK
***Pro Calc* is available from, amongst other places, Silica Shop, 1-4, The Mews, Hatherley Road, Sidcup, Kent DA14 4DX . Tel:081 309 1111**

To produce a chart, select a range of numbers with the mouse. *Pro Calc* intelligently reads the text data for axis labels from neighbouring cells in the spreadsheet. Also, using the same techniques for colour dithering found in *Professional Page*, there's even a wide variety of shades to chose from when working in four-colour mode.

One possible criticism to make is that the three dimensional charts don't allow you to 'rotate' the chart to a different viewing angle – a useful feature if you have several sets of data which overlap each other on the default display. You can even output the charts as IFF graphics, CAD format graphics or ProDraw clips for inclusion in any DTP systems..

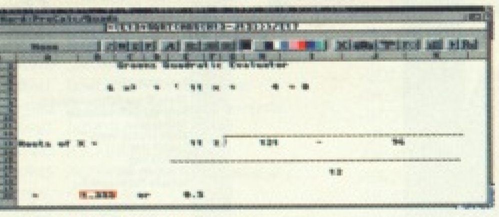
let's get fiscal

INTEGRATE BY PARTS

For your spreadsheet to talk to the rest of your software is obviously a great boon. By including full *Arexx* and *Rexx* support, *Pro Calc* allows you to run macros by clicking on a cell in the spreadsheet. Since *Pro Calc* has *Arexx* call routines itself, this means that you could click on a cell which would run another package, collect data and automatically paste it back into the spreadsheet. Think of electronics experiments which not only automatically performed themselves, but also drew up all the conclusions and graphs afterwards. With the level of *Arexx* support invested in programs like *Pro Calc* it soon won't matter what application you are running, as you'll be able to run all the other applications through it.

PROFESSIONAL CALC
. . . at a glance

• 1-2-3/ Maxiplan compatability • Supports WB2.0 productivity modes • Arexx and Rexx support • Integrates with Transwrite • Reasonable database capabilities • Memory saving option• Postscript output • Password protection



This simple quadratic equation solver is just one of the mathematical problems a spreadsheet can be used to solve. Simply enter the correct numbers in the equation and the answer appears at the bottom.

CONCLUSION

Gold Disk are leading the way in producing an integrated software system for the Amiga. *Pro Calc* will automatically detect *Transwrite*, so *Arexx* macro editing can be done in a fully feature word-processor and sent back when finished. In many ways this modular approach - selling each package seperately but able to interconnect them all - is better than a true integrated system. The Gold Disk packages communicate as well as any integrated package on any machine and yet you have the option to buy the components you need rather than to fork out for a whole bundle.

In *Pro Calc*, Gold disk have finally rid the image of a spreadsheet as a boring financial package (although it is very good at that too), in favour of the much wider task these packages were originally intended to be – number processors to be used as one uses a word processor.

Pro Calc is probably one of the most intuitive packages yetproduced by Gold Disk. There are a few diversions from the standard formula (it seems they have adopted the Mac hotkeys for cut and paste, but this is justified by the fact that most spreadsheet users will be more familiar them) but really, even though the manual is fairly good there is no requirement to read it before you get started.

Simple to use, Gold Disk's *Professional Calc* is a powerful numbers cruncher as well as a serious financial aid.

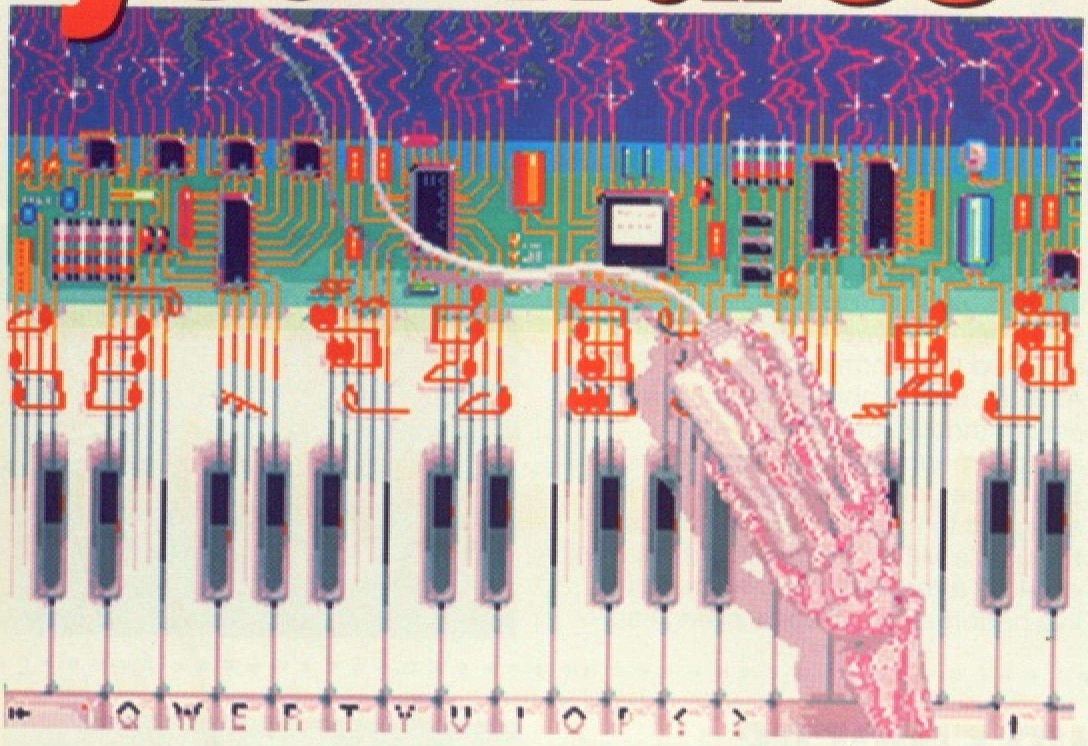
VERDICT

Intuitive, powerful and professional

EASE OF USE	98%
VALUE FOR MONEY	86%
EFFECTIVENESS	95%
FLEXIBILITY	84%
INNOVATION	95%
OVERALL	**92%**

sample your wares

After a period of absence, Cornwall-based Microdeal are set to unleash two new sampling packages on to the bustling Amiga market – Mat Broomfield sampled their wares...



CHEAP'N'CHEERFUL

Cornwall. Home of the pastie and its mysterious contents. Home of dozens of tourist attractions, all overseen by Prince Charles. It's also the home of Microdeal – one of the original 16-bit development companies. After leading the way in game design (they released *Gold Runner*, the first game to vertically scroll on an ST – considered very tricky indeed) and the first four-player game (*Leathernecks*), Microdeal have evolved from innovative game designers to making reasonable samplers. They started with their budget-priced *Master Sound*, a cheap 'n' cheerful mono sampler, and followed it up with *AMAS*, an up-market MIDI-compatible version. Building on these successes, they have now revamped both versions in the form of *Stereo Master* and *AMAS 2*.

At first glance, the two samplers look very different. In terms of capabilities, though, they are pretty much identical, with *Stereo Master* coming across as a cut-down version of *AMAS 2*.

DISPLAY DIS, DISPLAY DAT...

As with most samplers, the real strength of the units lies with the quality and ease of use of their software, and in this area the duo score very highly. The main work screen is split horizontally into two sections, with the top section housing the waveform displays, and the bottom area holding all of the control buttons and panels. Occupying the centre of the control area is the main sampling panel, from which commands are issued to record (in either mono or stereo). Auto-triggering is also supported, allowing the user to specify a volume at which either unit starts sampling. This comes into play when trying to sample abrupt-starting sounds, and you don't have to waste memory to be sure of getting the full sample. Also located in the record panel are the FX and Sequencer buttons, which call up further sub-menus when selected.





Above top: Both *AMAS 2* and *Stereo Master* clearly place flexibility high on their agendas, providing options to satisfy amateur and professional users alike.
Above bottom: The FX menu provide eleven ways to sound input in real-time.

SPECIAL FX

The FX menu contains many improvements to both of the original packages, with eleven special effects which can be applied in real-time. These range from ordinary effects, such as Echo and Reverb, to unique ones including Chorus which takes the incoming sound and duplicates it in such a way that it sounds as if every note is a chord of sorts.

Each effect can be customised using one or both of the two sliders provided, but the exact nature of the changes is dependent upon the effect being used. Any favoured settings can then be saved to the default menu. Up to twelve additional effects can also be added in this way, allowing a library of up to twenty-three modifications which can be performed.

ADDRESS BOOK ***Stereo Master*** **and** ***AMAS 2*** **can be purchased from Microdeal, PO Box 68, St Austell, Cornwall, PL25 4YB. Tel:0726 68020.**

Although many of the effects can also be applied to samples stored in memory, their primary use seems to be as modifiers for live performances.

SEQUENCE IT

Another addition to Microdeal's software is the Sequencer section, allowing the user to construct songs using the samples they've recorded. The Sequencer functions in a similar fashion to *Soundtracker*-style programs, but at a greatly simplified level. The user can pre-load up to eighteen samples, for real-time or step-time incorporation into a song.

When loading samples, they're assigned to one of the keys on the numeric keypad (including the symbol keys). Pressing one of these will then play the relevant sound. Songs are constructed by telling either package to start recording, then hitting the keys in time, ➤

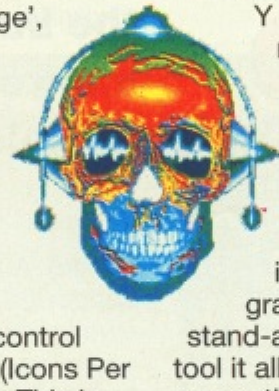
time, building up a variety of sounds. However, although Microdeal proclaim the sequencer as 'one of the most exciting aspects of the package', it's actually one of the package's greatest shortfalls. The sequencer is rudimentary to the extreme, coming across as a waste of valuable memory, which could have been used for extra sample space.

ICKY ICONS

Another irritating point is the control panel, which has far more IPI (Icons Per Inch!) than any other package. This in itself is not the problem, and it's handy having most of the commonly-used options on-screen. The problem lies in the pictures that are used to depict the functions: none resemble their particular function, making the whole package far less intuitive than it should be. If they couldn't find representative icons, words or abbreviations would have been a better choice.

THE THIRD DIMENSION

One icon that does bear a resemblance to its function is the 3D Fast Fourier Display (FFD). This intriguing option presents the user with a three-dimensional map of the current sample, plotting its frequency across the X axis, and time along the Y (and Z?) axis. This results in mountainous-looking graphs, which appear to have no Earthly use, but are a nice touch.



One of *AMAS 2*'s advantages over its sister, is that it also doubles up as a MIDI interface for use with the program's sequencer, or as a stand-alone utility. As a stand-alone tool it allows the user to control MIDI-compatible instruments using any sequencing software (Dr T's, Music X, etc), and it performs adequately. Where *AMAS 2*'s MIDI abilities become interesting, though, are in its sample-mapping capabilities. Using the Sequencer, eighteen samples can be assigned to specific keys or strings to the user's MIDI instrument. This makes *AMAS 2* a real possibility as part of a live performer's set-up, allowing sam-



Here's all you need to get started. You hum it, I'll play it. . .

STEREO MASTER
. . . a t a g l a n c e

• Reasonabley priced stereo sampler • Very powerful editing/sampling software • Easy to use • Confusing icons • Sample rate up to 90khz•

AMAS 2
. . . a t a g l a n c e

• Up-market Stereo sampler & MIDI interface• Very powerful editing/sampling software • Easy to use • Ability to 'map' samples onto MIDI keyboard • Real-Time Sequencer allows MIDI input • Confusing icons • Sample rate up to 90khz •

AT THE TIPS OF YOUR FINGERS

Stereomaster puts the world of music and samples at your finger tips.

1 If you're changing the music pattern of the sample being played, only the area between these two cursors will be affected. To move the sample on, simply click on the line and drag it from side to side.

2 The two different channels are shown in these display areas. Naturally everything that's affecting the left hand side channel is on the top and the right hand side is on the bottom.

3&4 These displays show where the routine has got to. Once again, left is left and right is right.

5&6 This set of buttons are used to specify the start and finish of the active sample. They control the start and end lines you will see in the display. All operations that effect the sample will only effect the portion between these lines.

7 Plays the sample.

8 The channel controls. These select mono right, mono left or full stereo.

9 Lets you listen to the input sound

10 Auto record. Triggers recording when the input reaches a defined level

11 Record. This simply initiates recording of the input data

12 Small window that indicates the rate of play back. This can be adjusted by the buttons either side.

13 Inserts the edit buffer into the current sample without overwriting what is there.

14 Adjusts the volumes.



There are very few differences between *Stereo Master* and *AMAS*'software. The most obvious are the omission of MIDI options and input level control on the cheaper package.

15 Removes the currently selected part of the sample and copies it to the edit buffer.

16 Adjust the output volume up or down.

17 Overlay. This mixes a stereo sample in the two channels into a mono sample. Selecting 'Half' halves the volume of both left and right sample .

18 Displays a spectrographic representation of the sounds.

19 Displays a Fast Fourier Transform (a freqeuncy analysis) of the sample over time in a three dimensional surface plot.

20 Copy to sample. This works in the same way as overlay but destroys the destination sample.

21 Adjust volumes of the samples.

22 Stereo effects include bouncing and panning samples across the stereo range.

23 Copies the sample area to the edit buffer.

24 Save. This calls up a file requestor so you can save the sample anywhere you like.

25 Swaps the left and right channels over.

26 Bin the sample. Chucks out anything in the current sample area.

27 Fade in. Usefull for eliminating clicks at the start of samples.

28 Essentially the same as copy, but transfers between channels.

29 Zoom out to view the full sample area.

30 Zoom in on the currently selected sample area.

31 Fade out. As in **(27)** enables you to eliminate clicks on the currently selected sample area

32 Filter. Remove unwanted frequencies from the sample area. Use it to remove any consistent background noises in your samples like fan noises or any interferance noise.

33 Reverse. This flips the sample end for end so that you can create your own subliminal backtracks. Some instruments sound quite good backwards too - like the trumpet as used on Siouxsie and the Banshee's Peekaboo album.

34 Load. Calls up a requestor to load any previously saved sample.

FEATURES COMPARISON

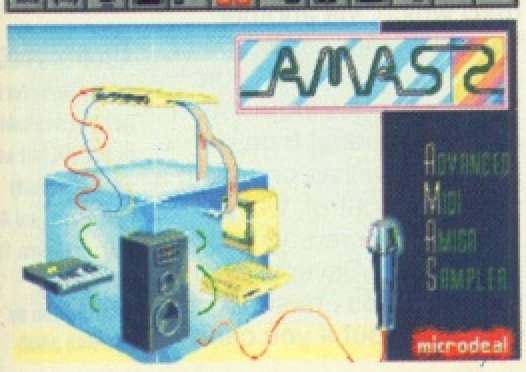
Here's an at-a-glance look at how each package compares. . .

	AMAS 2	STEREO MASTER	MASTER SOUND
Line Inputs	Stereo (Phono)	Stereo (3.5mm jack)	Stereo (Phono)
Mike Inputs	Mono (Mike	None	Stereo (built in included mike)
MIDI Connectors	In/Out/Through)	None	None
MIDI Options	MIDI controllable sequencer, and sample mapping.	None	None
Input Level	Software Adjustable	Fixed	Hardware Slider
Max Sampling Rate	55.9Khz (mono)	55.9Khz (mono)	50.00Khz (mono)
Max number of samples in Ram simultaneously	18	10	18
Sample Formats	IFF, Raw, Executable	IFF, Raw, Sonix Executable	IFF, Raw,
Sequencer	Yes	Yes	Yes
Type	MIDI controllable song editor uses up to 18 samples.	Plays and repeats parts of any 1 long sample.	See AMAS 2
Special FX	Yes – 11	Yes – 2	Yes – 11
Real-time FX	Yes – 11	Yes – 2	Yes – 11
PRICE	£99.95	£39.95	£129.95









ples to be freely mixed with 'real' instruments with minimum effort.

CONCLUSION

The software is simple to use. The special effects section is particularly pleasing, and can produce stunning and original sounds without sending the user constantly referring to the manual. The MIDI-mapping abilities of *AMAS 2* makes it ideal for serious musicians and novices alike.

Apparently, Paula Abdul used the original *AMAS* in her 'Cold Hearted' video, so the output is good enough for professional studio use. If you need MIDI capabilities, *AMAS 2* is currently the best available but, as a sampler, *Stereo Master* is the best value. I don't think it'll have you throwing your other software away in favour of this collection, but it will be a valuable addition to any editing and sampling tools.



Even no lesser talent than Paula Abdul has used the original *AMAS* in her 'Cold Hearted' video.

Left top: The sequencer is cumbersome to use, but *AMAS 2* is linked to the keyboard-mapping facility which allows the user to play up to eighteen samples from his MIDI instrument.

Left middle: *AMAS 2* is a feature-packed sampler which is made even better by its MIDI compatibility and doubles as a MIDI interface.

VERDICT: AMAS 2

Stereo sampler ideal for both novice and pro. . .

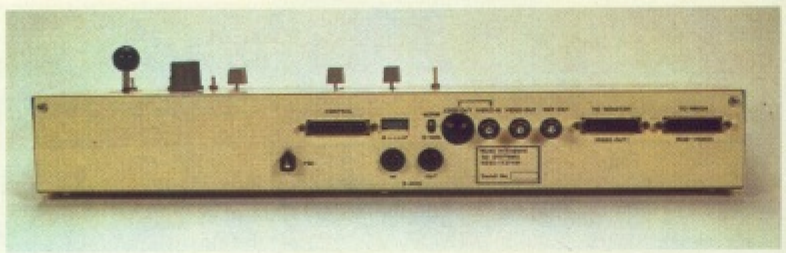
EASE OF USE	85%
VALUE FOR MONEY	80%
EFFECTIVENESS	85%
FLEXIBILITY	85%
INNOVATION	80%
OVERALL	**83%**

VERDICT: STEREO MASTER

Reasonably priced and easy-to-use stereo sampler

EASE OF USE	80%
VALUE FOR MONEY	90%
EFFECTIVENESS	85%
FLEXIBILITY	80%
INNOVATION	81%
OVERALL	**81%**

Run VT!





Above: The back of the box of tricks where the G2 Videocenter Plus communicates with the Amiga and video recorder.

Left: Using the joystick control, any wipe can be positioned over the screen.

Graham Cohen introduces himself to the latest in on-screen effect devices. G2's VideoCentre Plus...

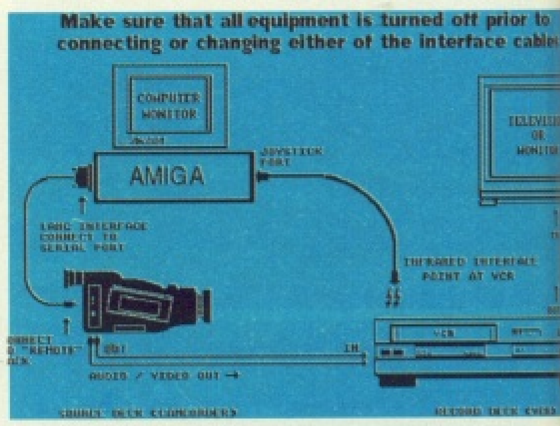
Getting involved with video can be a minefield for the average Amiga user. The jargon, the expense of extra peripherals and the swotting up on genlocks is enough to put off any newcomer to the scene. However, there is one company ready to hold your hand all the way and who produce products to suit all pockets. G2 have been active in the development of Amiga-based video gadgetry for several years with a wide range of products. Their *Video Center* has earned a strong position in the genlock market, and the *VideoCenter Plus* is a new middle-range model, offering almost broadcast-quality genlocking and a suite of wipe effects previously only available to the professional video brigade.

The *VideoCenter Plus* comes complete with cables, control software, a separate power supply unit and an easy-to-read manual. Connection of the unit is simple, and there is even a lead to enable the Amiga to directly control the unit. Some reorganisation of your work space may be needed since the unit is a 19"x7"x3" beast. The unit plugs into all Amigas via a connector from the machine's RGB monitor output. The monitor then connects directly to the unit's RGB output, with the device ouputting in either standard VHS or S-VHS.

The *Plus* offers all the facilities of a professional video mixer, genlock and PAL encoder. The encoder section is of particular note, since the majority of genlocks allow Amiga graphics to be recorded to video only when there is a composite video reference signal present. There may be times when all you want to record are Amiga graphics – a game or a colour-cycling demo, for instance. The quality of the encoding is far superior to that of Commodore's A520 modulator, but it's when you add video images to your graphics that you really see what sets the unit apart from the rest of the bunch. The *VideoCenter Plus* sports fader controls for both Video In and Amiga Graphics In, so the two can be mixed to the user's desire. A separate control in the form of a rotary selector gives access to a comprehensive range of wipes including circles, squares, corners, and diamonds, with a further nine accessed via assorted switch combinations.

That's a wrap...

'Try this on your console!', says John Kennedy as he pieces together his own music video using little more than an Amiga, two video recorders and a small amount of cunning.



If you have ever tried makeshift video editing, you'll know the correct way to go about it is to avoid pressing the STOP key. The recording deck must never be allowed to leave RECORD mode, necessitating the use of the PAUSE key between clips. This procedure is acceptable if you're cobbling a few clips together, but imagine how complicated it could get if you tried to mix the contents of more than one tape. You probably won't be able to remember which cassette individual clips are on in the first place.

CONTROL REMOTE

Cue, fade in, and generally welcome Gold Disk's triumphant *Video Director* – a program which actually remembers where all your favourite clips are located and can even start and stop the video for you.

CU AMIGA TOP RATED

All the clips are labelled using the video cassette name and the display on the video recorder's four-digit counter. Since a clip will always be in a fixed place in relation to the start of the tape, its location can always be determined.

The way in which *Video Director* controls the video recorder for you easily wins the 'Cunning Trick Of The Decade' award. It's so simple it's brilliant – *Video Director* emulates your infrared remote control. No button-prodding robotic hands are required, though, as a special lead is connected to the joystick port and then placed near your video. Via this cunning, but clever, system, and an infrared LED, the Amiga now has control over the recording video source.

If you're lucky, your Camcorder (or second video recorder) will have a tiny socket on it marked 'LANC'. This is a relatively new and SONYesque standard which, via another supplied lead, can connect to the Amiga's serial port. LANC will pass information on the individual frame count, as well as providing a means of control, which makes for incredibly accurate editing. Several other manufactures are supporting LANC, but if you can't

ADDRESS BOOK
***Video Director* is not yet available in the UK but will appear shortly fom the usual Gold Disk sources. Try Precision Distribution on 081 543 3500**





***TopLeft*: The Videocenter is the same as the VC Plus, but without the wipe controls. Top Right: Some spectacular titling effects are possible using the wipe function.**

Another neat feature of the unit is the joystick control which positions where the wipes will appear on the screen. For example, you may wish to wipe from a video camera source to the Amiga graphics via a circle. The circle's position can then be controlled by the joystick, with a fader varying the size of the circle.

I tested the unit with a cheap domestic VHS recorder, a quality S-VHS recorder and a broadcast U-Matic video recorder, and the results were excellent. I was surprised and impressed by the quality of Amiga graphics recorded onto standard VHS, and this is a reflection of the first-class components used in the unit. One of the tests performed consisted of the recording of Amiga graphics onto an old music video played from the domestic VCR and onto S-VHS tape. I then replayed the tape back into the genlock whilst wiping a number of wire-framed vector shapes over the incoming video. The output of this was then recorded onto the U-Matic video recorder. The end result looked highly respectable, and resembled something Top Of The Pops would have used a few years back. With a little patience, and in the hands of someone with a touch more creativity than myself, I'm sure that some truly spectacular effects could be achieved.

At £995 + VAT the device isn't cheap, but if you want to get involved with video, this gadget is the best that money can buy.

THE RAVING AMIGA **The Videocentre Plus is currently being used in the production of Rave videos for a number of clubs around the UK. Using the genlock purely as a quality PAL encoder, it's possible to get some groovy Amiga graphics onto video tape. These can then be synchronised into the pumping music.**

The effects can be recorded so that they appear to dance with, and across, some beautiful psychydelic colour fractals, all rendered on the Amiga. You'll see our favourite machine's creative abilities in forthcoming 'Raindance' raves and you'll soon be able to buy some tapes complete with original dance music and graphics. Watch this space.

ADDRESS BOOK:

The *Videocentre Plus* costs £995 and more info can be found by contacting:

G2 Systems
5 Mead Lane
Farnham
Surrey
GU9 7DY

Tel: 0252 737151

VERDICT

One of the best on the market. . .

EASE OF USE	75%
VALUE FOR MONEY	75%
EFFECTIVENESS	86%
FLEXIBILITY	88%
INNOVATION	70%
OVERALL	**83%**

get hold of one, fret not: *Video Director* supports other interfaces, such as Selectra's *VuPort*. Failing that – too bad. You'll have to operate in Manual Mode. Although it's not as accurate as a fully-automatic LANC setup, it still works – and darn well, too.

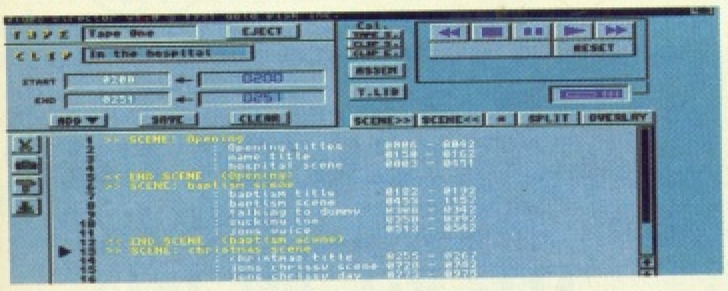
CLIPPY TRICK

Your final production will consist of assorted pieces of footage, called clips. The clips are defined by playing though the tape and entering the tape counter readings into the Amiga either manually or automatically (via LANC). The clips are stored in a Clip Library on your disk, and arranged to form an Event List. When you are happy with the list, click on the 'Assemble' button, and, if in automatic mode (i.e. LANC again), you can now nip down to the pub whilst everything is edited for you. If you have used more than one source tape you'll need to take a break from supping, though, to follow the on-screen prompts.

In manual mode, you'll be told exactly where to FF or REW the tape to, and asked to click a mouse button or two. Hardly taxing stuff, but there is a simple guide anyone can follow included on disk.



Install your driver using the program provided and you're ready to make movies. The main screen contains all the controls for the input and output VCRs plus the Event list which dictates the order clips will be recorded.



BAD CONNECTIONS

If I ever meet the guy responsible for the SCART socket, I'll kick his head in. That Pierre Tel has a warped and twisted sense of humour. What was wrong with good old BNCs and Phonos? Because of Pierre, connecting your two pieces of video-equipment so that both the video and audio signals of one will record on the other is by far the trickiest part of the whole exercise. To increase the number of wires even further you may want to include a Genlock to provide automatic titling as well – at this level you can produce results which will upset most small wedding-video companies.

CONCLUSION

There is an element of difficulty when editing across multiple-source tapes but this doesn't severely limit the unit's usefullnes. With your equipment set up and a good stack of clips, you can get on with the creative art of film production quickly and easily. If you have a Camcorder, buy *Video Director*.

VERDICT

Simple, effective and cunning – an essential buy. . .

EASE OF USE	95%
VALUE FOR MONEY	85%
EFFECTIVENESS	98%
FLEXIBILITY	80%
INNOVATION	100%
OVERALL	**93%**

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(All GVP products come with 2 year guarantee)

Kickstart Switcher

The Power Kickstart Switcher fits into any A500 or A500+ and can be fitted with up to three Kickstart ROMS and can be enabled when you switch on your Amiga. This gives you all the benefits of the new versions of Kickstart while still being able to use your old games and software.

Kickstart Switcher (bare)	£14·95
Switcher with Kickstart 1·3	£44
Switcher with Kickstart 2·04	£64
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Our RAM board is designed specially for the new A500+ computer and comes with 1MB of RAM on board to expand your memory to 2MB of chip RAM. Plug in and go operation - fits into the trapdoor. Gives you a total of 2MB of chip RAM £49
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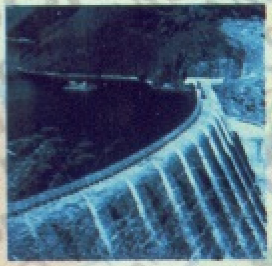


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Viruses, diskswapping, clicking drives, disks which won't back up. Is there no end to the whingeing of the Amiga user?

At Power, we want to tell you just where you can stick your disks and worries. In fact we will show you. The slot in this picture belongs to our PC880B, the first intelligent disk drive. Insert a disk.

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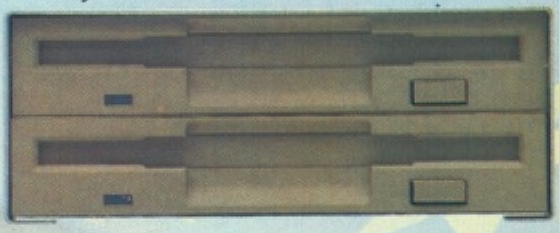
When you do not want these features, switch them off and the PC880B will sit quietly, without clicking, pretending to be simply an extra drive.

The PC880B, the only drive to introduce Blitz Amiga, the Power anti-click device and to combat viruses, is only available direct from Power, priced at just **£69·95**

We have noticed how pricey unintelligent drives are. Perhaps, it's your turn to tell people where to stick it.

*Due to the precision nature of the Blitz copier high density disks may be required with some internal drives.

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Our latest dual drive uses the slimline, ultra low power NEC drive mechanism. This drive takes less than half the power of a normal floppy drive. The new dual drive includes all the features you would expect from a Power Computing Drive.

The NEC drive mechanism is able to access high density 1·44MB disks. While this may not be of use to you at the moment (the Amiga can only access 880K), watch this space for our new 'high density' Interface, on the market soon!

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bits bob

Improving your Amiga doesn't have to cost an arm and a leg. Mat Broomfield checks out several new products from around the world.

products for under £50

A glance at the pages of any Amiga magazine will show a growing number of peripherals and hardware upgrades available for the machine. Many cost hundreds, or even thousands, of pounds, but you don't have take out a mortgage to enhance your machine! There are countless excellent add-ons which cost less than the price of most games.



Treat your mouse to a little luxury with the Deluxe mouse and joystick switcher.

DELUXE JOYSTICK/ MOUSE SWITCHER

Switching between a joystick and mouse for two-player action is a real chore - but no more. The Switcher comes in an Amiga-coloured plastic case, and it's connected to the computer via a lengthy lead. The joystick and mouse plug into ports on either side of the unit, and the desired control device is selected using a button on top. The device has a very positive feel to it, which makes it ideal for people who prefer quality over cheapness in their peripherals.

■ The Deluxe Joystick/Mouse Switcher costs £19 excluding shipping or import tax, and can be purchased from Micro R. & D., P.O.Box 1 30, 721 "O" Street, Loup City, NE 68853, U.S.A. Tel: 0101 308 745 1243.

OVERALL 70%



Musicians will love the great selection of samples on the Datafile 2 CD. Ideal for house and dance style music.

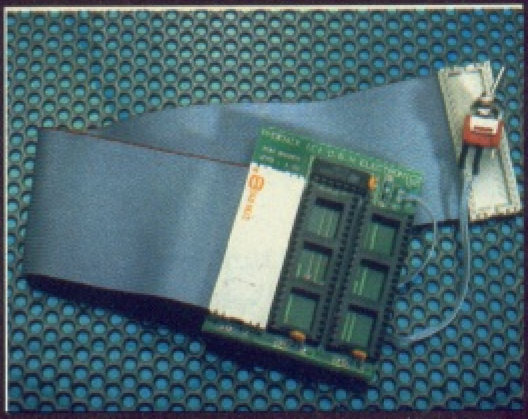
DATAFILE 2

As any musician knows, it's hard to find original sounds. Coming to the rescue with their second Datafile product are Time and Space with over 1000 samples taken from the personal library of Eddie Stratton, AKA Man Machine. The sounds are contained on a 99-track compact disk which can be played in any normal CD player. The sounds range from break beats to sci-fi effects, dance instruments and ambient drop-ins. Admittedly, some of the samples are naff, but most of them are excellent and unusual.

The CD is aimed primarily at DJs, dance producers and serious musicians, but if you already own a sound sampler, Datafile 2 is a worthwhile disk.

■ Datafile 2 costs £49.95 and you can find out more from Time and Space, PO Box 306, Herts, HP4 3EP. Tel: 0442 870681.

OVERALL 71%



If you own an A500 Plus, incompatibilty problems disappear at the flick of a switch!

ROM SHARER

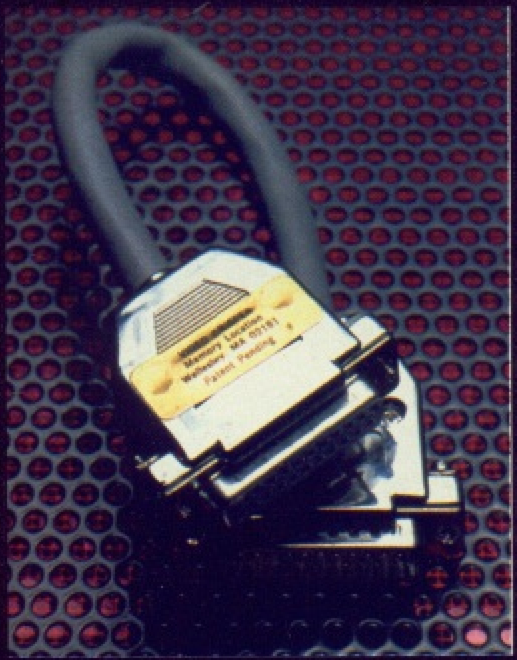
There's a lot of alarmist talk about programs that are incompatible with the new Amiga Plus. However, a small percentage of titles, games in particular, won't load on the new machine. The Phoenix ROM sharer aims to rectify the problem allowing Amiga Plus owners the option to switch between 1.3 and 2.0 kickstart R OMs.

Installation is simple, requiring the kickstart chip's removal from its slot , and the ROM Sharer to be inserted instead. The 2.0 and 1.3 chips are then slotted into the ROM Sharer. This is rounded off by attaching the supplied switch on to the case of the Amiga, allowing the user to toggle between the two at the flip of a switch.

Phoenix claim 100% compatibility with all 1.3 programs to date, so the unit is a worthwhile investment at £24.99 (excluding 1.3 ROM) or £49.98 inclusive. Fitting the ROM sharer will invalidate your guarantee, though, so be warned.

■ Contact Phoenix at FCC Distribution Ltd, Unit 8, Armley Park Court, Stanningley Rd, Leeds, LS12 2AE. Tel: 0532 311 932.

OVERALL 73%



Improve the quality and brightness of your screen output with the Video Crisper, an inexpensive display enhancer from America.

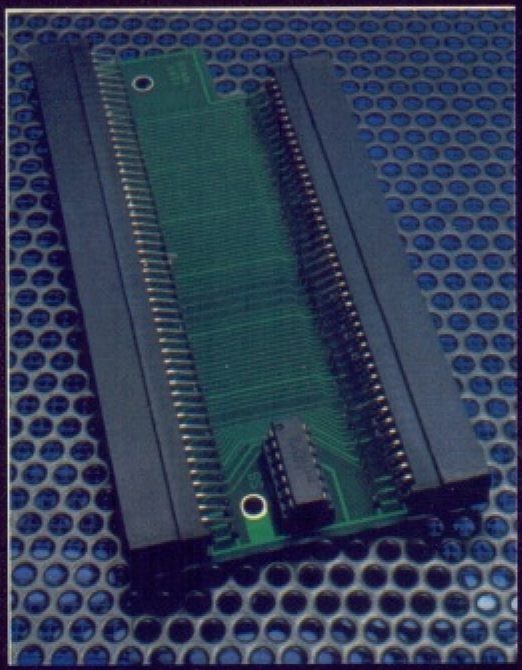
THE VIDEO CRISPER

If you're tired of lifeless graphics and washed-out colours, the Video Crisper is what you're looking for. Manufactured by The Memory Location, it comprises a cable to plug in the Amiga's RGB port and the monitor cable where it amplifies the RGB colour signal by over 45%, resulting in more vivid colours and sharper definition.

Typically, A500s and A2000s output an RGB signal of between 0.6 and 0.7 Vp-p, compared to a voltage of 1.0 Vp-p on the A1000. The Video Crisper redresses the balance by enhancing the output level to just over 1.0 Vp-p for all bar the A1000. The Video Crisper is designed for use with all monitors and TV/monitors, but no mention is made of whether it's compatible with TVs connected via the modulator. On a monitor, though, it performs brilliantly.

■ The Video Crisper costs £25 plus import tax and VAT, and is available from The Memory Location, 396 Washington Street, Wellesley, MA 02181, U.S.A. Tel: 0101 617 237 6846.

OVERALL 81%



Now you can take advantage of A2000 expansions slots... on your humble A500!

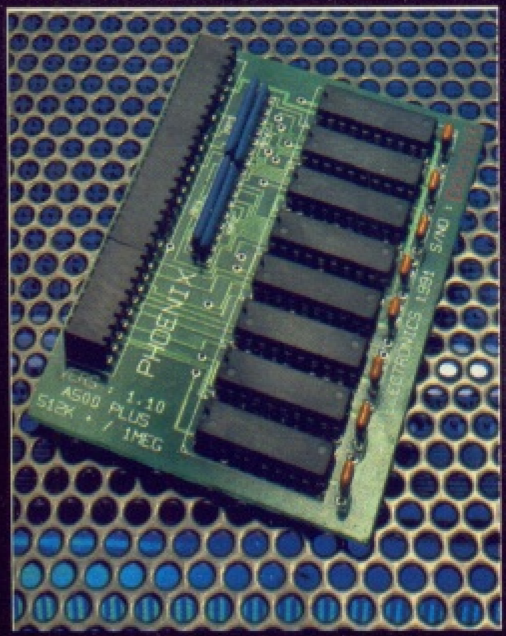
SLINGSHOT

Until now, A500 owners could only gaze on as A2000/3000 owners filled their internal expansion slots with all kinds of interesting extras. Now, A500 owners can join the party thanks to Micro R. & D. Their Slingshot unit comprises a board which plugs into the side-based expansion bus of any A500, providing a single A2000 slot. This slot is capable of accepting a variety of A2000 cards including memory expansions, SCSI interfaces and hard-cards.

There are limitations however: any cards which require the A2000's special CPU or video slots, won't work. The board is lacking a through connector, so additional A500 expansions can't be plugged in simultaneously. Peripherals which include a through connector, should work perfectly, though.

■ Slingshot costs £25.00 excluding shipping or import tax, and can be purchased from Micro R. & D., P.O.Box 130, 721 "O" Street, Loup City, NE 68853, U.S.A. Tel: 0101 308 745 1243.

OVERALL 78%



Give your A500 Plus a full two megs of chip RAM with this expansion from Phoenix. It's easy to fit and it won't harm your warranty.

AMIGA PLUS 1MB RAM MODULE

Although the new Amiga Plus comes with one megabyte of memory as standard, owners may want to upgrade to take advantage of the machine's possible 2Mb of chip RAM. Phoenix are one of the first companies to respond to the demand for Plus-compatible upgrades, and their board is quite reasonably priced at £49.99. In addition, the board plugs straight into the trapdoor beneath the machine, leaving the guarantee intact.

■ Write to Phoenix, FCC Distribution Ltd, Unit 8, Armley Park Court, Stanningley Rd, Leeds, LS12 2AE. Tel: 0532 311932.

OVERALL 68%

CONTACTS

Here at CU Amiga we pride ourselves on being *the* Amiga magazine that listens to its readers. With your help we can grow and improve the quality and depth of this publication beyond even our belief.

CU Amiga operate a number of services especially for our readers. So, don't hesitate if you want to drop us a line to air an opinion, or to make a specific enquiry to one of our panel of experts. All are only a post box away.

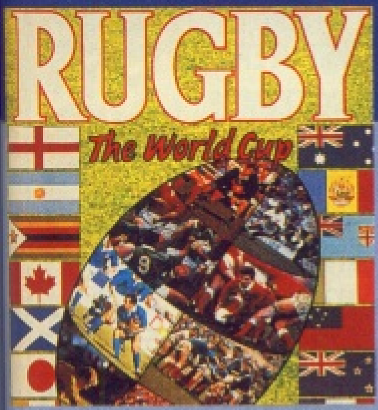
Q+A Don't let your computer have a micro-migrane. Our technical editor is always ready to give help before you relegate your hard or software to silicon heaven.

HELPLINE Is a pixel punk preventing you from finishing your favourite game. Readers queries and readers answers for all those life saving cheats and pokes can be found in the Adventure and Games Helpline pages.

BACKCHAT Need to rant and rave, but auntie Gladys won't listen? Don't worry we'll talk to anyone. So if you wondering where that ace looking game you read about 10 months ago has got to or you just want to moan about the price of software, this is the place to do it.

You can access all these sections by writing to us, using the relevant heading, at our address: CU AMIGA, Priory Court, 30-32 Farringdon Rd, London, EC1R 3AU.

DISKS Even we suffer from a handful of faulty cover disks, but all is not lost as returned floppies can be replaced by being sent to: CU DISK RETURNS, PC Wise Merthyr Industrial Park, Pentreebach, Mid Glamorgan. CF48 4DR. An emergency Helpline for disk problems is run between 10.30 and 12.30 weekdays on (0443) 693233

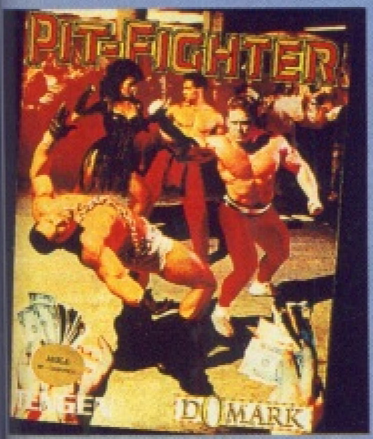


RUGBY - THE WORLD CUP

Rightly likened by CU sim buff, Mark Patterson, to Kick Off with an oval ball, Rugby - The World Cup will have you clutching the controls in anticipation.

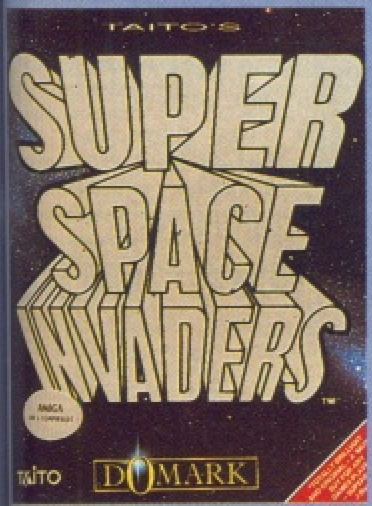
PITFIGHTER

How dirty do you want your gang beat em' ups to be? Pitfighting is the world's nastiest sport, which makes it a classic choice of subject for a game. Domark have done a



great job converting Tengen's coin-op, including the fully digitised animation.

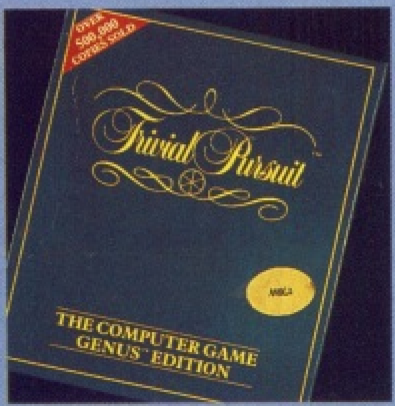
SUPER SPACE INVADERS



It's been a long time coming but, after more than 13 years, we have the sequel to one of the most popular coin-ops of all time. A cracking conversion and a joy to play, nostalgia freaks and shoot 'em up fans will lap it up.

TRIVIAL PURSUIT

Everybody's favourite board game comes to the Amiga in this computer rendition of the cult



party game. Slam around those cheeses while testing your general knowledge to its limits. A Domark best seller and deservedly so.

SUPERHEROES

Brawn meets brain in this four game compilation. Slug it out with south american drugs barons, imperial storm troopers and



sadistic game show hosts, as Domark take you Bond and beyond with Licensed To Kill, Barbarian 2, Running Man and Star Wars.

CU AMIGA T-SHIRT

Only wear the best from the best. The CU Amiga T-shirt is made from heavyweight polycotton, and it sports a limited edition illustration by top artist, Tom Kyffin. A quality product, this is the garb that the CU crew wear and wear again. Pure genius, as they say....



CU AMIGA MOUSE MAT

Durable and a gem to use, why not have our mouse mat? Sporting the CU Amiga logo, this classy red, white and black mat is the very best in work surfaces. Don't be disappointed: order this excellent product now.

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U38 – Assassins Boot Utilities – Excellent
U42 – SID *V1.06* – The *only* directory util?
U43/4 – Catalogue Workshop – Rather good
U45 – 52 CLIP IT! – 8 disks full of clipart
U54 – Hard Disk Utils – Wouldn't be without
U56 – TSB Vector Designer – For RSI fans
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U58 – PCeMulator – An exceptional tool
U61 – Intercostal Utils – Brilliant disk
U62 – Quickbench *V1.1* – Bootable RRAD
U64 – Brilliant Boot Utils – Hi Roy!
U70 – Darkstar Utils 5 – Yet another!
U71 – Spacewriter – Lovely intro writer
U83 – Sculpt 3D Scenes – For Sculpt owners
U85 – ESA Utils 1 – Brilliant disk
U86 – Full Force Utils 2 – Seventy Utilities
U87/8 – Graphics Management
U90 – Geneology database – Needs 1 meg
U93 – Spectra paint *V3.2* – Brilliant rival
U94 – Opti Utils 1 – Excellent quality
U98 – 104 High Quality Clip Art – 7 disks
U118 – Pendle Europa Utils 7 – Excellent
U119 – Diskmaster *V3.2* – Directory Utility
U121 – Spectrum Emulator – Rather good
U131 – Assassins Multivision – GFX tools
U136 – Electrocad *V1.4* – Latest version!
U143 – SuperKillers – BOOTX *V4.03* (1/1/92)
U144 – HamLab – Iff conversion prog
U145 – Total Utils 1-20 – Utilities
U153 – Xenon Utils – Seventy-five utilities
U156 – Garfield Clipart – Useful stuff?
U159 – A64 – Autobooting C64 emulator
U160 – RSI Extras – More bobs, sprites etc
U161 – Anthrox Utils *V5* – Recommended!
U162 – Deflex Utils 1 – Unusual collection
U170 – Icon Magic – Excellent programme
U172 – DTP – *NEW ENGLISH VERSION*
U176/7 – WindowsBench – By MikeSoft (ta)
U188 – Programming 1 – Lots of info
U192 – Night Flyers 4 – Excellent disk
U195 – Opti Utils 2 – Latest version utilities
U196 – Opti Comms – *Ultimate* Comms disk
U197 – C Dir Tools – Stuffed full of them!
U200 – Imploder *V4* **– Latest Release**
U207 – Printer Utils – By the Assassins
U209 – Dynamite Fonts2 – More cut n paste
U210 – RSI VECTORBALLS EDITOR
U211 – RSI VECTOROBJECT EDITOR
U212 – RSI FONT EDITOR
U213 – Crossword puzzle creator
U215 – Print Studio – Excellent utility
U218 – Devpac Source codes – Very Good!!
U220/1 – North C Compiler – Brilliant
U222/3/4/5 – C Manual V2 – Excellent
U226 – Gelignite fonts – 52 C+P by Mark
U230 – Converters – Only one you need!!!
U231 – Crunch n Copy – By the Assassins

EDUCATIONAL & GAMES

G01/2/3/4/5 – Ed-Pack – Teenagers & over
G06/7 – Learn & Play – Infant + junior age
G20 – Turrican II Demo – Playable demo
G22 – Tennis – 3D game, needs 1 meg!
G31/2 – Star Trek – By Tobias Richter
G35 – Board Games – Includes Monopoly
G38 – Frantic Freddy – Good arcade fun
G39 – Flaschbier – Excellent game
G41 – Amigaman – Chess V2 also drip
G43 – Megaball – Brilliant breakout clone
G44 – Wacko Jr in Wonderland – Brilliant
G46 – Seven Tiles – Good Speedball clone
G47 – Wizzy's Quest – Very nicely done
G50 – Shapes – Absolutely brilliant for kids
G52 – Merv the Merciless – Excellent
G53 – Zeus – Very addictive tile game
G55 – Sealance – Sub strategy type game
G62 – POM POM Gunner – *Very Good!*
G63 – Hollywood Trivia – Quite good
G64 – Mental Image 1 – Best PD selection
G69 – Darkstaff – Written with speccy emul
G70 – Skier – Excellent game
G72 – Snakepit – Suitable for the kids, good
G73 – Blockit – Very nicely done by EP
G75 – Card Games – A choice of three
G76 – Ready Robot – Educational pre school
G80 – Peter's Quest – Lovely graphics
G82 – The Maze – Incredible 3D maze
G83 – Tomtespelet – Needs two players
G87 – Llamatron – Brilliant by Jeff Minter
G89 – Chinese Checkers – Addictive game
G90 – Mayhem – Similar to Datastorm
G91 – Insiders Club – Stock Market strategy
APD59 – Super Quiz – Excellent quiz game
APD62 – Arcadia – Nice breakout clone
APD110 – Crossfire – Very nicely done
APD115 – Baloonacy – Superb for the kids
APD130 – Wooden Ball – Brilliant!!!
APD137 – Tile Trial – Good tile game
APD142 – Pair Crazy – Very good
APD146 – Fruit Machine – For the addict
APD148 – Demolition mission
APD149 – Gobbit/Pontoon – Both good
APD178 – Mastermind/Pairup – Good
APD180/1 – Dungeon Delver – Brilliant
APD182/3 – Pixie Kingdom – Very good
APD314 – Blackjack Trainer – Superb
APD315 – Silver Bars & The Enemy
APD326 – Hyperball – *Best yet, get it*
APD329 – Fruit Machine – Brilliant game
APD334 – Snake in the Grass – OK

BUSINESS & SERIOUS

B02 – Wordwright – Wordprocessor
B04 – Clerk – Accounting
B06 – U-Edit – Very powerful wordprocessor
B07 – FleKsibase – Powerful yet easy to use
B08 – Rim Database – More involved
B09 – Amibase *V3.76* – Excellent database
B10 – Inventory & Memopad – Very handy
B12 – Business Card Maker – Pretty Good
B14 – Visicalc – Similar to Lotus 1-2-3 on PC
B15 – MicroEmacs – Text editor + S/checker
B17 – QED – Superb text editor
B18 – Textplus *V3.0E* – Edit crunched files!
B19 – 600 Business Letters – Brilliant
B21 – BBase II – Easy to use database
B22 – DataBase Wiz – Name & address
B23 – Textengine V3 –Quality W/Processor
B30 – AMIBASE PROFESSIONAL II
APD36 – Amos updater V1.32
APD52 – Forms Really Unlimited
APD132 – Family History Database
APD138 – Spanish Tutor – Pretty good!
APD176 – DataBase Master V2
APD257 – Cassette Labeller – For the inlays

SLIDESHOWS & PICS

P05 – Pendle Europa Slideshow – V. Good
P09 – Sunslide II – Exceptional quality
P11/2 – Nasa Slideshows – Both 1 & 2 here
P25 – Roger Dean – Excellent slideshow
P28 – Sunslide III – Brilliant follow up
P32 – Agatron 6 – From Tobias Richter
P33 – Agatron 8 – More from TRs stable
P41 – Nemesis Prologue – From Hanibal
P47 – Joe Slideshow – Exceptional artwork
P48 – Psygnosis Slideshow – Rather brilliant
P62/3 Channel 42 & Silents – Very good
P65 – Agatron 12 – Fantastic quality
P66 – Fraxion Future Visions – Very good
P67 – Agatron 11 – Incredible standards
P76/7 – Nemesis Chapt. 1 – The next chapter
P78/8 – Laurel & Hardy – Brilliant for fans
P83 – Invisible World – Bugs n things
P85 – Robocop – By Hanibal, *Unbelievable!!*
P89 – Art for Arts Sake – By Hanibal, Brill
P91 – Pixelium – Absolutely superb
P93/4 – Star Trek Megademo – 1 Meg min
P95 – Rick Parks Art – Quite incredible

ANIMATIONS (most 1mb)

A06 – More Aerotoons – By Eric Schwartz
A10 – Batman – This is brilliant (by ES)
A11 – Puggs in Space – Brilliant
A12 – Probe – The most famous of all anims
A17 – Stealthy II – Excellent little animation
A19 – Star Trek Fleet Manoeuvres – Good
A20 – Agatron 26 – Dry dock
A13 – Agatron 2 – Includes F15 fighter
A48 – Busy Bee & Tree Frog – Very good
A49 – Fractal Flight – Small screen anim.
A58 – Walk – Brilliant chrome legs walking
A61 – Agatron 15 –Billiards & Lotus + F15
A62 – Stamp Collector – Brilliant sequence
A63 – Juggler II – Very, very funny. See it!
A67/8/9 – Station at Kerne – 2 Meg
A70/1/2 – Lost In Space 2 Meg
A76 – Agatron 30 – Millenium Falcon
A77 – Agatron 17 – Twok and Mensch
A78 – Agatron 24 – Kull and ping pong
A79 – Agatron 33 – Probe & bird of prey
A81/2 – Walker & A1000 – 2 Meg
A83 – Discovery Shuttle – Very good
A84 – Agatron 36 – Bird flight
A87 – Car – Lotus & Unicycle, brilliant
A88 – Bunsen Burner – Brilliant 3D flight
A89 – Agatron 22 – Includes aproach + more
A90 – Agatron 20 – Belle-Huey Helicopter
A91 – Franklin the Fly – Needs 2 drives
A94/5 – X-Wing – Rather brilliant sequence
A96/7 – Light Cycle – From Tron and Brill!
A98/9 – Anti-Lemmings – 2 Meg
A100/1/2/3/4/5 – The Wall – Exceptional
A107/8/9/10 – The Landing – 4 Meg
A111 – Mars – Absolutely incredible, get it!
A112 – Juggette II – Another hilarious anim
A115 – Agatron 27 – Book and others
A116 – Agatron 28 – Disconnect, Beautiful
A117 – Agatron 29 – Millenium Falcon
A124 – Shuttlecock – By Eric Schwartz
A126 – Real 3D Anim – "Real Pinball"
A127 – Real 3D Anim2 – T-Pot and balls (?)

MUSIC

M01 – Sound Samples – Includes perfect sound
M04 – Vangelis – Brilliant music & graphics
M10 – Jean Michel Jarre – With good pics
M18 – Amigadeus – By Rod Baxter, Brill
M19 – Classix 1 – Mr Baxter strikes again!
M20 – Classix 2 – More of his formidable work
M35 – APDL 28 – *MIDI UTILITIES*
M42/3 – Soundtracker *V4* –Excellent
M52/3/4/5 – Modules – Need I say more?
M58/9/60 – Metal Modules – Good
M61/2/3 – Sound samples for S/Tracker
M88 – Pendle Europa 6 – Excellent disk
M105 – Burning Independence II – Brill
M115 – Scoopex Music Utils – By the score
M131 – Deluxe Music Data – Needs DM
M134 – Kefrens Jukebox – Good
M145 – Midi Programmes
M152 – Midi Programmes – More
M165 – MED *V3.2* – *Latest Edition!*
M169 – Chip Music – 43 tracks to hear
M172 – Audiomagic *V1.1* – Brilliant utilities
M175 – Startracker – 8 track tracker (?)
M186/7/8 – Do The Bartman
M192 – Do The Bartman Re-Mix!!
M196 – Powerlords Sound Utilities
M198/9 – Vivaldi – By Rob Baxter
M201/2/3 – House Samples
M208/9 – RSI Modules Disks
M216 – Drums & Pipes – Brilliant
M223 – RSI Modules Disk 3
M225 – Audiomagic *V2* – More utilities
M227 – Psygnosis Samples – Sound samples
M230 – Jean Michel Jarre Live – *Brilliant*
M234 – Delta Music Editor – Very good
M236/7/8 – Deep Deep Trouble – Good ·
M247 to M261 – Soundtracker – Instruments
,267/8 – Soundbarrier III – By Mark (ta)

DEJA VU (incorporating AMOS licenceware) £3.50

LPD1 – Colouring Book – Simple for pre-school children upwards 512k
LPD2 – Arc Angel Maths – Educational games, add, subtract etc, etc 512k
LPD3 – Galeons – Very effective follow up to the Dogfight game, Excellent 1 meg
LPD5 – Jungle Bungle – Superb adventure game for kids, Icon driven 1 meg
LPD8 – Work & Play – 3 educational games for young kids. Recommended 1 meg
LPD14 – Play It Safe – Aimed at educating the young kids about safety 1 meg
LPD22 – LC10/200 Fonts – This enables you to install more fonts in your printer 512k
LPD25 – The Mission – Brilliant text adventure written in Hi Soft 1 meg
LPD27 - Flower Power – Educationally orientated for the very young 1 meg
LPD28 – BudBase1 – Beautifully easy to use and extremely user-friendly, try it 512k
LPD29 – Big Top Fun – Yet another brilliant educational game from Len Tucker 1 meg
LPD30 – Shymer – Wonderful adventure game for kids, beautiful graphics 1 meg
LPD32 – Hard Drive Menu System – Superb hard drive utility, used by us!
LPD33 – Amos Adventure Kit – This needs AMOS to enable you to create your own adventure games, excellent
LPD34 – Invoice Printer – For use by the Small Business firms 1 meg
LPD35 – T-TecDraw – Full technical drawing program. Fantastic results. 1 meg
LPD38 – Amos Art – Full of goodies for inclusion in your own AMOS creations
LPD40 – SpriteBank Editor – Bloody Superb, Need I say more? Needs AMOS
LPD41 – Rescue – Created using incentives 3D con kit and is nicely done! 1 meg
LPD45 – MUSIC BOX – The ultimate in music education for kids 1 meg
LPD46 – Magpies Clipart – Crystal clear images of clipart, categorised 512k
LPD47 – Dirty Cash – Beautifully done fruit machine simulator, excellent 1 meg
LPD49 – Marvin the Martian – A traditional maze game, for children 1 meg
LPD50 – Magpies Clipart 2 512k
LPD51 – Magical Young Artist – A colouring in type program for kids 512k
LPD52 – LC24/200 Fonts – Thought to be compatible with most printers! 512k
LPD53 – Magpies Clipart 3 512k
LPD54 – Magpies Clipart 4 512k
LPD55 – SpriteX V1.32 – An update to the earlier version and enhanced AMOS
LPD56 – C Text V1.32 – An extension to AMOS to allow you to use icon based fonts which can be drawn in up to 16 colours. Some fonts are supplied on disk. AMOS
LPD65 – Power Planner V1.0 – A combination appointment planner and name and address daba-base with telephone numbers, runs fine on 512k
LPD68 – Virus Buster by Rod Pascoe – Very easy to use Virus Killer with intuitive user interface. Recognises all new Virii as well as the older ones. Has hard drive install programme and full documentation. 1meg
LPD69 – Magical Mix-up – By Daisy Software. Very addictive jigsaw type game, you choose how many pieces you wish to cut the picture into, from 6 to 100 512k

All Deja Vu products listed are fully A500 plus compatible!

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some day my prints will come...



Want to know how to set up your new printer? Mat Broomfield cuts through the tape to find out that printing can be easy, after all...

COMMODORE

Commodore's technical advice line is usually swamped by calls. Enquiries range from how to insert a floppy into the disk drive, to modems. More often, however, the call concerns printers and, specifically, how to get them to work!

Most printers come with comprehensive manuals, but they're rarely Amiga-specific, and new owners can find themselves floundering in a sea of jargon. Basically, though, there are three simple stages involved in linking a printer to an Amiga: Connection, Configuration and Software Installation.

CONNECTION

The connection stage involves ensuring that the right lead connects your printer to the Amiga. The lead is dictated by your printer's interface. This is the part of the printer which transmits print information from the computer. There are two main types: parallel and serial, with the former the most common among dot matrix and 'smaller' printers, whilst laser printers usually include options for both types.

Assuming that your printer uses a parallel interface (AKA Centronics), a standard PC printer cable will suffice and these can be bought virtually anywhere. Simply slot the ends into the ports they fit (ie: one end into the printer and the other into the slot next to the Amiga's power socket).

CONFIGURATION

Most printers allow you to specify how they operate, including the type of paper and how they respond to information sent by the computer.

You can make a printer work adequately without altering these settings, but for the best output you'll need to customise the printer to your requirements. This is done using physical or electronic DIP switches, or a combination of both. The exact function of the DIP switches differs between makes, but most cover the same functions.

Physical DIP switches consist of banks of micro-switches which can be turned on or off. They're usually located inside the printer's shell and require a pointed object to adjust them. Electronic DIP switches are more flexible as they're not restricted to two states. A single electronic switch which specifies paper length may permit sizes of 11, 12, 13, and 14 inches, whereas a combination of two physical DIP switches might be needed to allow the same options.

Electronic switches are accessed by feeding a sheet of paper into the printer and pressing a combination of buttons. The current settings will be shown one at a time, allowing you to alter them before progressing. Once the settings have been set, they'' remain until the power's turned off.

Refer to the 'Dip Switches'section in your printer manual, or 'Customising your Printer' for more details.

INSTALLATION

Although your printer is now configured for paper handling and a few other functions, it doesn't necessarily speak the same language as your computer – hence it will need a translation program called a printer driver.

These are available for most printers, and whilst your machine may not be mentioned in the list, it's highly likely that it can mimic one that is. To list the available printer drivers, load your Workbench disk and double click on the CLI or Shell icon to create a window.

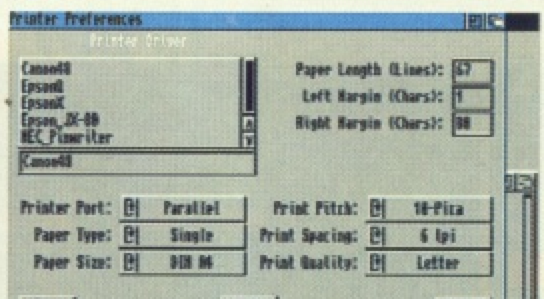
Type in DIR and the Extras disk's name, followed immediately by :DEVS/PRINTER. Follow any on-screen instructions that appear (Note: the actual command should read something like this :

DIR EXTRAS1.3:DEVS/PRINTERS).

After a few moments, a list of the drivers should appear. Once you've identified your driver, you'll need to copy it to your Workbench disk. In case you make any mistakes, dupli ➤



Once you've copied a driver into the Printers directory of your Workbench disk, it should appear in the drivers list. This can now be accessed via the printer preferences. You can also specify several details about the way that your printer is to work from here.



some day my prints will come...

cate the Workbench disk and use the copy as your working disk.

To copy the required driver onto the Workbench disk type COPY (extrasname): DEVS/PRINTERS/(drivername) TO (workbenchname):DEVS/ PRINTERS. Again, remember to replace the items in brackets with the name of your extras disk, the name of the required printer driver, and the name of your Workbench disk. A 'real' command might look like this: COPY EXTRAS1.3:DEVS/PRINTERS/EPSONQ TO WORKBENCH1.3:DEVS/ PRINTERS

Your printer driver will now be copied from the printers directory of your Extras disk into the same directory of your Workbench disk. However, you'll still have to activate a new driver via the Preferences section of Workbench. Preferences is an easy-to-use utility where you can set up how Workbench looks and works, and the way that your Amiga communicates with external hardware. To alter the printer settings within Preferences, load Workbench and double click on the disk icon, followed by the Prefs icon. This should open the Preferences window, inside which there's an icon labelled 'Printer'. Double click on this to load the printer preferences editor .

You should now find yourself in the printer-editing section, where you can specify your driver. Workbench 1.2 and 1.3 users will notice the printer drivers section at the top right of the screen, and to the left for 2.0 owners. Both sections contain a list of available drivers. Once you've selected the relevant driver, you'll need to tell the computer other things regarding your printer (the interface you're using, the size of paper and your typeface size). These subjects areall explained further in the Workbench manual under the heading 'Preferences', so refer to that for a more detailed explanation.

Once you've finished tailoring your requirements, save the changes. Workbench 2.0 owners can simply click on 'Save'. Everyone else will have to click 'OK' to return to the main preferences screen before they can click 'Save' to store the new parameters. With the basic preferences set, you can print both text and graphics. If you plan to output a lot of graphics, however, there's still some fine-tuning to improve things slightly. Owners of 1.2 or 1.3 machines will need to select the Graphic 1 and Graphic 2 from preferences to make the changes, whilst 2.0 owners will need to return to the Prefs window and load the PrinterGfx section. From here, you can specify whether your printer is capable of colour, its resolution, and the way that graphic data is to be interpreted, and is covered thoroughly in the Workbench manual.

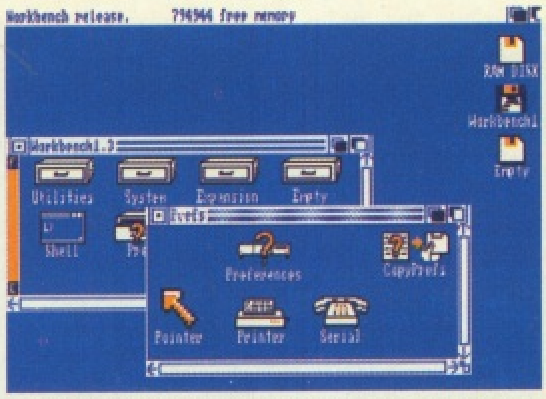
Now that you've set and saved your new preferences, copy the changes on toany other packages you print from. Load Workbench , and insert the other program disk (*DPaint*, for instance) and load as usual (without resetting the computer). As Workbench is already loaded, any subsequent programs will then use your preferences until the machine is reset.

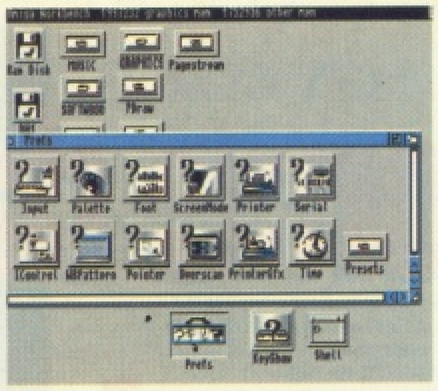
QUICK PREFERENCES

Once you've set up the preferences on Workbench disk, when you save them, it will create a 'System-Configuration' file. To copy your new preferences elsewhere, copy the system configuration and printer drivers to the new disk and it's ready to use. Open a CLI or SHELL window (as described earlier), and type:

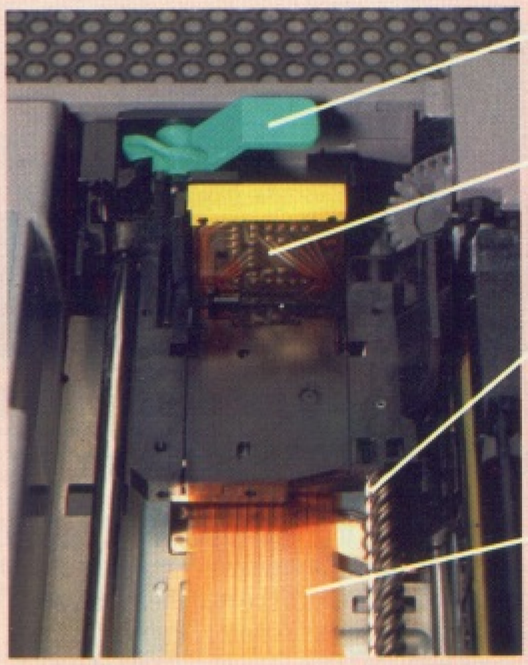
COPY (yourworkbenchdisk):DEVS/PRINTERS/(yourdriver) TO (yourdisk):DEVS/PRINTERS COPY(yourworkbenchdisk): DEVS/SYSTEM-CONFIGURATION TO (yourdisk):DEVS

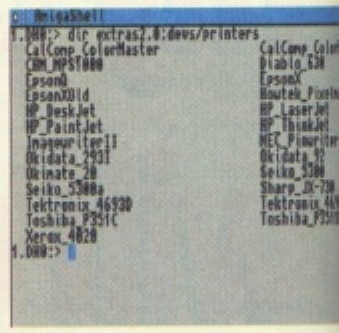
Press return at the end of each line and replace the names in brackets with the exact names of your di sks and driver. Here's an example: **COPY** WORKBENCH1.3:DEVS/PRINTERS/EPSON-Q TO D-PAINT:DEVS/PRINTERS COPY WORKBENCH1.3:DEVS/SYSTEM-CONFIGURATION TO D-PAINT:DEVS



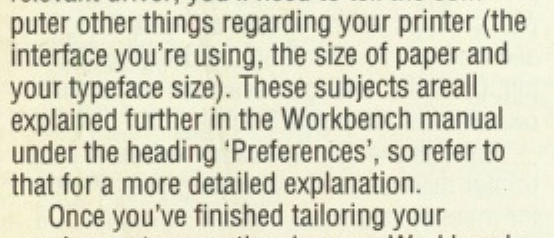


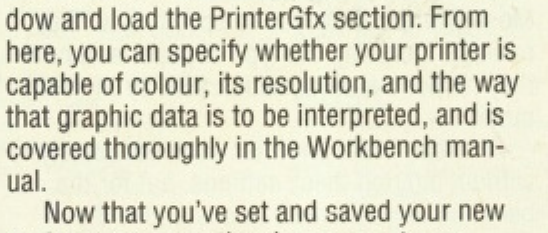
Although the Preferences windows of 2.0 and 1.3/1.2 machines look very different from each other, both allow you to customise the way your printer responds to the Amiga. They also allow you to alter things such as screen colours, mouse pointers etc.

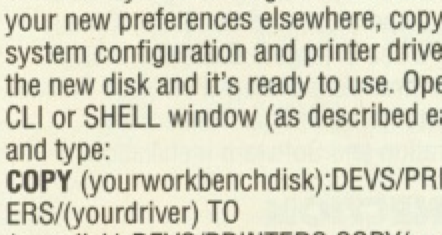




By calling up a directory of the Printers directory on your Extras disk you can see the drivers available at a glance. The Epson X or Q drivers work with most home dot-matrix printers.







Customising the way that your printer handles graphics is probably the most important process. Workbench 2.0 users will find that the graphics preferences screen has been greatly improved over earlier versions, although the same information and parameters are present.





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EDUCATION

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REFERENCE

FOR REFERENCE

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For the classical music buff it is possible not only to hear Beethoven's Fifth Symphony, but to see the orchestra perform, follow the score and read about the composer's life and times. The Timetable of Science and Innovation walks you through 6,250 key events in scientific history. It employs animated maps to show where every event occurred and a visual lift-off from the earth's surface. Key events are accompanied by audio presentations with graphics and sound recordings from the archives of the world's great museums. Browse quickly or examine an exhibit in detail.



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When Toyota, decided to open a car assembly plant in Derby, Derbyshire County Council commissioned the production of 'Japan World', a CDTV title which allows students to explore and experience the Japanese language, lifestyle and culture. It also provides a valuable insight to businessmen with information on Japanese business philosophy and negotiation protocol.

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CDTV can also enhance your personal interests. The Gardenfax Series is designed for use by novice or expert and provides hundreds of full colour illustrations, as well as information on planting and requirements for care. New Basics Cookbook provides full colour illustrations of recipes, 'talks' to you to offer tips as you cook and automatically substitutes recipes with a click of the remote control.

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THE ONLY BUYER'S GUIDE WORTH READING. . . .

blue pages

The Blues are back with another 32-page extravaganza of buyer's information, tutorials, comment, charts, and inside information. **Page 148** heralds the start of our comprehensive **Buyer's Guide,** with sixty top-notch products put to the test... If it's games you're after, take a look on **page 156** which is our guide to the top-selling titles on the Amiga ... If you've ever wondered how information is stored on floppies and hard drives, turn to **page 161** for the first of a three part feature. . . Next up is **Q&A** on **page 164** which sets out to answer all your many questions about all-things Amigan... **Helpline**'s back on **page 168** and, as usual, is stuffed to bursting with hints and tips to your favourite games... Voices are raised and chests are thumped in this month's **Backchat** on **page 172. . .** Rounding off the issue is **Inside Info, page 174**, our regular look at the weird and wonderful world of computing chocful with interesting facts, charts and trivia. . .

buyers guide

Going shopping? This is the only place you need to look if you're thinking of getting a new game or gadget for your Amiga! Every item is described in detail and rated out of five. Don't leave home or pick up the phone without it...

ACTION REPLAY II

Datel Electronics
0782 744707 £59.95/£69.95
(A500/A1500)
Programming the Amiga can sometimes be very frustrating when your code causes a crash for no apparent reason. The task becomes a little easier with the help of packages such as *Devpac 2* or *Argasm,* but your problems don't stop there. With Action Replay II you can examine your code whilst it is running to see what is happening. Even if your machine has crashed, the press of a button makes it all come rushing back for further examination. You can also load almost any game and examine other programmer's code, look through memory, and save graphic images, play and save *Soundtracker* modules and samples, even put cheat modes in games and, to top it all, you never need to load this wonder widget. You just plug Action Replay into the side of your machine and forget about it. This is one piece of kit for the Amiga that's almost an essential purchase. Warning! Action Replay II only works with machines with less than four megabytes of memory.
★★★★★

AMIGA GENITIZER

Datel Electronics
0782 744707 £129.99
Using art packages like *Deluxe Paint IV* or *Photon Paint* can be a bit tricky for some people using the mouse. Now these unhappy Amiga artists can stop pulling their hair out because the Genitizer is a graphics tablet that's as simple to operate as drawing with a pen. Images can easily be copied from paper by tracing around the image. Comes complete with a *Deluxe Paint* template for easy use.
★★★★

AMOS

Europress Software
0625 859444 £49.99
There are a number of BASIC programming languages for the Amiga but nothing to top *AMOS*. The icon-driven interface and concise screen display make it a pleasure to work with. *AMOS* incorporates an extensive library of over 500 commands, including complete control of the hardware registers which enable you to perform pixel-perfect scrolling both vertically and horizontally, software (blitter) and hardware sprites, copperlists for rainbow colour bars as in the *Turrican II* (Rainbow Arts) and *James Pond* (Millennium) games, and a *Soundtracker/Noisetracker* player. Some useful utilities are included with *AMOS* for editing sprites, pictures and animations. *AMOS* runs at such a fast speed that you can produce quality home-grown games.
★★★★

AMOS 3D

Europress Software
0625 859444 £34.99
Almost every Amiga owner has seen solid-3D vector images at some time, either in a demo or games like *Thunderhawk* (Core Design) and *Jimmy White's Whirlwind Snooker* (Virgin Games). The programmers of these games had to perform thousands of maths calculations to produce these complex graphics, and, for the average person, balancing the weekly budget is about the limit. *AMOS 3D* is here to help. With the maths already done for you, all you are required to do is put the lines in the correct places and devise a game around them. This is easy because the software is completely icon-driven and supplied with a comprehensive manual. *AMOS 3D* was written by *Voodoo Software*, the folks behind a 3D game for Electronic Zoo called *Xiphos*.
★★★

AMNUTS VIDEO VIEWER

Licenceware
PD
Young Steven Spielbergs amongst you will be delighted with this useful PD package that creates scrolling titles using any Amiga fonts. A variety of text wipes and colour fades can be achieved and it's great value.
★★★★

AUDITION 4

HB Marketing/Sunrise
0753 686000 **£49.95**
Sampling has become very popular recently and *Audition 4* is a brilliant addition to the stable.Containing most of its rivals options the most notable enhancements are the five options under the special menu that can improve the tonal quality of a sample. Unwanted high frequencies can be removed with Smooth and volume can be boosted without distortion with Maximise.Totally clean results are as easily obtainable as those with more oomph.The ability to sample straight to disk and its speed makes it top of the sampling list. ★★★★★

BOOKS

Mastering Amiga Beginners.
Bruce Smith Books
0923894355 £19.95

NEW

A highly-readable and entertaining introduction to the Amiga. Author Phil South doesn't set out to provide a comprehensive guide to the computer, but points the beginner in the right direction. Some of the many subjects covered are: Fonts, iicons, speech synthesis, sound and of course graphics. More complicated topics are also dealt with, but instead of preaching in a condescending manner, South's hints and tips make for a refreshing read. ★★★★

CD-ROM DRIVE

Commodore
0628 770088 £TBA
New kid on the block, CDTV, has been available for some months now. As more and more software emerges, owners of the standard Amiga can only sit back and watch. Commodore is planning to shortly release an external CD-ROM drive allowing anybody with a one megabyte machine to play CDTV software. No price fixed as yet, but expect to pay around £350. ★★★

COLOURPIC

JCL Business Systems
0892 75791 £399
For a professional real-time full colour digitiser the ColourPic is probably the best and also the most inexpensive. Blessed with the ability to save files in all graphics modes, it's the perfect tool for any kind of work. For an extra £100, JCL will include a quality genlock to merge graphics on real-time video. ★★★★

COLOUR KIT

System Insight
0707 276913
Near laser print quality and a relatively cheap price tag

have made the Canon BJ-10e printer one of the most attractive on the market. Now, thanks to a great idea from System Insight, there's a kit which allows you to produce colour prints superior to those on other printers five times the price.The kit is available as refills or cartridges and the full-colour prints from your mono printer, although time consuming, will give the BJ-10e a new lease of life for only £14.95 for two bottles and £39.95 for the complete set.
★★★★★

DELUXE PAINT IV

***Electronic Arts* 0753 549442**
£89.99

Deluxe Paint IV is alive with fresh icons, faster screen update and a host of new functions including transparency which enables you to draw over a previous picture and still see the old image, Anti-aliasing to remove all those jagged edges, metamorph from one object to another and colour mixing to find that perfect shade. If that wasn't enough, you now have access to the famous, and very gorgeous, HAM graphics mode with all 4096 colours for use at the same time. With all these functions and the ability to switch between screen modes, this becomes the best art package on the market today. Electronic Arts is offering upgrades for users of previous versions of the software, ranging in price from £65 to £45.
★★★★★

DESKBENCH-PD

17 Bit Software

A very unusual, but highly under-rated utility. Deskbench has been around in one form or another for months, but this souped up version has a host of extra facilities. It allows the user to define icons which execute scripts or sequences of commands and also form a neat and tidy 'desktop'. So if you're looking to tidy up your Workbench screens and cut some tedious corners this will help you no end.
★★★★★

DIGI-VIEW GOLD

***NewTek* 0753 686000 £149.95**

Digi-view can digitise images in any of the Amiga screen modes, even hi-res with an amazing 4096-colours. An advanced dithering routine gives the illusion of 100,000 colours on the screen. Saves images as standard IFF for use in *Deluxe Paint*. Very easy to use, just plug it in and away you go.
★★★★★

DIRECTOR 2

Right Answers
(0753) 686000

Create professional demos incorporating music, samples, synchronised sound and motion and slideshows all with a single package. *Director 2* offers more effects and options than any other product of its type. Easier to use than *AMOS Basic* and utilising a language that's quick to learn the software only short-coming is its price, £102, but for the serious user there's no substitute.
★★★★

FLEXIDUMP

Care Electronics
(0923) 66234

Yet another way of turning your mono printer into a colour beast. Simply load the required screen to be printed into the program and select 'Seperation' from the menu to have the different sections graded for colour. The program then seperates the sections into brightness values and your end result is a beautiful colour image. Simple, but neat.
★★★

GENESIS

***Micro Illusions* £ 49.95**
0480 496497

NEW

Unlike the *Pro Vista*, which requires at least 3 megabites to run, the *Genesis* produces much the same effects on a single Meg machine. It is capable of creating a fictitious terrain or Digital Elevation Maps based on real locations. The realistic landscapes you create can be edited and viewed from a number of different angles and, compared to *Vista Pro*, lightning fast. The user manuals are almost obsolete due to the programs ease of use and a lot of fun to use. *Vista Pro* is still more powerful, but who's got a spare 3 Megs to waste on it?
★★★★

IMPACT SERIES 2

***GVP* £ 599/105 meg**

An incredibly fast hard drive (35 times faster than a floppy) that's been specifically designed for the Amiga. It fits nicely into the expansion port at the side of the machine. However, a metal shield has to be inserted before hand to prevent interference from the drive and bad installation will kill your Amiga.
★★★★

JORDPROGS

Pacific PD

NEW

A packed disk containing a number of interesting and entertaining programs for next to no cost. *Typing Tutor* is a simple program writen in basic that will improve your skill and teach you to touch type. *IQ Test* is a series of Mensa mind benders that can be studied to provide a better understanding of how a person's intelligence can be rated. In addition, there's a couple of interesting arcade games and *Quiz Creator*, a smart utility that allows you to compile your own questions and answers. Didn't they do well.
★★★

LEED (LEVEL EDITOR)

Shareware

A very useful program for game coders or anyone interested in doing it themselves. This PD program lets you load IFF screens that are split into panels which can then be used as building blocks for creating levels many times larger than the original screen.
★★

LIGHT PEN

***Trojan* (0554)777993**

There can't be many people who enjoy using a mouse, especially artists, so the natural thing to do was to produce a pen-like version of the rolling headache. Trojan's latest addition goes one stage further and actually draws directly onto the screen. Although not compatible with the A500P the gadget comes with a drawing package for all you lucky A500 owners and is much easier to use than the Amiga mouse. An A500P version is currently in development and we'll tell you when it's ready.
★★★

MASTER SOUND

***Microdeal* 0726 68020**
£39.95

If, after looking through all the Public Domain lists of *Soundtracker* music and dissecting hundreds of tunes, you still cannot find that perfect sound, the only thing to do is sample them yourself! Using *Master Sound* there are no limits to the achievable sounds. That racing game you're designing could sure benefit from some meaty effects, so why not stand next to a Porsche 959 and get the perfect engine sound? Only the foolhardy will attempt to capture real thunder, though! Simply record these sounds onto tape, play them into your Amiga via *Master Sound*, then load *Noise Tracker* or *Quartet* and place the new sound into your piece of music or game. Hey presto, your software is enlivened with realistic audio just like the professionals. *Master Sound* is supplied with a cartridge for sampling and editor software to modify, merge and save your samples.
★★★

ANY ALTERNATIVES

Anybody fancy a change from the experience of drawing with *Deluxe Paint IV*? The Graphics Workshop from Holosoft Technologies in California has roughly 200 commands for tweaking your sprites, backdrops and icons. Regular and irregular geometric shapes can be automatically drawn. Animation unsurprisingly forms an important part of this package, too. The Graphics Workshop is hard drive installable, supports all display modes and requires at least one megabyte of RAM. It costs $99.95, call Holosoft Technologies on 0101 619 7470663.

MIDI INTERFACE

***Evesham Micros* 0386 765500**
£19.95
For a professional music package you will have to purchase a MIDI interface and music keyboard. If you have never been involved in creating music it's worth buying just because it's cheap! You never know, after a couple of days you might hate it!
★★★

MIRACLE PIANO

***Mindscape* £299**
0444 831 761
NEW
An advanced electronic keyboard that connects to your Amiga. The package comes as a complete tutorial that will teach you how to be a master. The keyboard can be used as a separate instrument on its own. The keys are velocity sensitive – as with a real piano, the harder you hit them the loader the noise. Best results are achieved with a hard disk and at least 1 Meg of memory. Without these, the disk swapping might be too much for you.

However, if you're serious about learning the piano a hard drive is a recomended purchase. You can't get a better music package than this and although the software is slightly slugish everything you could want is here.
★★★★★

PAINTJET

***Hewlet Packard* £999**
A high-cost colour printer that puts out at 180 dots per inch. Despite its high resolution it can't cope with solid blocks of colour. Its quiet printing does not compensate for the over-all poor quality of pictures it produces so spend your money elsewhere.
★

PC880B POWER DRIVE

Power Computing
0234 843388 £65
Now that almost every title available on the Amiga requires an average of three disks, it's about time you upgraded your system by adding two or more drives. *The Power Drive* is packed with some novel hardware features, including a copier that enables you to back-up unprotected disks at amazing speeds, Anti-Click to stop that annoying clicking sound when there is no disk inserted into the drive, and a Virus Blocker which prevents viruses infecting your disks. It also has a thru port allowing more drives to be connected.
★★★★★

PEN PAL

Gordon Harwood Computers
0773 836781 £79.95
Much the same as *Wordworth* really. *Pen Pal* has a 100,000 word dictionary, spell-checker and can input graphics into files. Would-be Shakespeare's can simultaneously edit up to four pages. A well-presented 250-page manual is easy to use. Database software is included in the price.
★★★★★

PERSONAL FINANCE MANAGER

MichTron/Microdeal
0726 68020 • £29.95
A very easy-to-use package that allows you complete control of your money worries within a couple of hours. Fully icon-driven with such features as 2D and 3D bar-graphs, pie charts, calculator and budget planner. With a 30 day full-money-back guarantee when bought direct from MichTron, this has to be the safest money you will ever spend.
★★★★★

PRIMA HARD DRIVE

Power Computing
0253 734218 £499
Another internal hard drive from ICD. This one fits in place of the floppy disk drive, a shuffleboard is used to relocate the external drive to (DF0:). Available in 42Mb and 105Mb versions.
★★

PROPER GRAMMAR

Gordon Harwood Computers
0773 836781 £69.95
Having difficulties mastering the complex sentence structures of our great language? *Proper Grammar* checks every word within a text document to see if you've made any tedious mistakes. Although the software is great at spotting spelling errors, its dictionary is rather limited and very American. However, there's a user dictionary which stores your personal words and phrases. Needs external drive and one megabyte of RAM and it's slow!
★★

PRO-RAM PLUS

***Datel Electronics* 0782 744707**
£24.99/£34.99 (with battery backup)
Normal half-megabyte memory upgrades only extend your computer's FAST memory, but Pro-Ram has the option of becoming FAST or CHIP memory. Setting the expansion to CHIP enables the blitter to access the upgrade. ★★★

PRO SAMPLER STUDIO II+DATEL JAMMER

***Datel Electronics* 0782 744707**
£69.99
As the Amiga is a stereo machine you should be able to digitally record stereo sounds, *Pro Sampler* is used for just that. A software package is included for mixing, cutting, reversing and inserting samples. The hardware plugs into the edge connector and contains a thru port to accept a hard drive or Action Replay cartridge.
★★★★

QUARTET

***Microdeal* 0726 68020 £49.95**
Basically the same as *Noisetracker* or *Soundtracker* with a few extra options, including a sound editor for changing samples and use of an external keyboard.
★★★

RAM MASTER II

***Datel Electronics* 0782 744707**
£99.99
Some application software requires two megabytes of RAM to perform properly, *Ram Master* has 1.5 megabytes on the board, boosting your machine to an effective total of two megabytes. But be careful as installing the upgrade invalidates the warranty of your machine.
★★★

REAL 3D

***Alternative Image* 0533 440041 £299**
One of the more advanced graphics techniques, 3D rendering, is now becoming a standard feature on the Amiga. With the introduction of accelerator boards and 24-bit graphics adaptors, the concept of photo-realistic imagery is here. *Real 3D* consists of three main work screens. The first draws your objects using vector graphics, the second handles slight alterations to view and rotation, and the last sets the rendering style, speed, wire frame, colours, graphics mode and animation steps. The finished picture can then be saved to disk and viewed or animated with a small external program.
★★★★★

REFERENCE HARD DRIVE

***Evesham Micros* 0386 765500**
£299/£449
The price of hard drives is continuously decreasing, at Evesham Micros they have just released the Reference Hard Drive. 40Mb or 100Mb versions are available with a choice of either 2Mb or 4Mb internal memory upgrades.
★★★

KICKIN' SOUNDS

Okay, you've just bought a sampler. With this neat gadget you can transfer any sound into your Amiga. What next? May we suggest a CD full of professional ready-made samples to enhance the music and sound effects in your own programs! Zero-G from Time & Space (0442 870681) is especially designed for fans of dance music. For £49.95 you get a compact disk with over 1,000 digitally mastered samples. Everything from techno beats and ethnic flutes to robot speech and orchestral stabs is included. Who needs The Prodigy?

SCAN AND DELIVER

Have you ever thought of buying a scanner to copy ordinary pictures and documents straight into an Amiga paint package or word processor? Although the Sharp JX-100 is midway between a flatbed and handheld scanner, this deck still produces quality images. Sharp's offering has a maximum dpi of 400 but its 3.39-inch scan width is a little small.

ROCGEN GENLOCK

Evesham Micros 0386 765500
£114.99
Genlocks are used to overlay computer graphics onto video images. These can then be recorded onto another video tape. For software developers this enables them to watch videos whilst working. ★★★

REAL THINGS SEA LIFE + SAFARI

RGB Studios 082 581 2666
£29.95 Each
A strange collection of beautifully-animated creatures from the ocean depths and rolling plains of Africa. At first glance, the eleven animals on each disk look like they've been digitised such is the quality. As they run, prowl, and swim you can almost hear their movements due to their realism. The animals have been put together as examples of fantastic animation and can be used in your own demos without all the hard work of drawing them yourself. They can also be tinkered with and picked up as brushes to be used for whatever you like.
★★★★

SOUND ENHANCER

Omega Projects 0925 763946
£34.99
Helps overcome the deficiencies in the Amiga's frequency response. Computer music and high quality samples are improved to such high quality that you'll wonder how you got on without it. A fraction of the price of others, but better.
★★★★★

STAR SJ-48

Star Micronics 0895 252131
£179

NEW

This is a smart-looking bubble jet printer that delivers almost laser-quality prints. Capable of 360 dots per inch, very quiet and cheap to run. Almost the same as the BJ-10e, so get which ever one you can find the cheapest. ★★★★

SUPERBASE 4 PRO

Precision Software 081 330 7166 £120
Using a database can help you in many ways, from keeping notes of all your software collection to remembering the address of all your Auntie's and Uncles. *Superbase 4 Pro* is fully icon-driven with its own special VCR panel for quick movement around files. You can also load a digitised picture into your file. A very easy-to-use program with good screen output on both monitor and TV.
★★★★

S.W.A.G.-4.

Strictly PD
The fastest fractal generation you've ever seen, the disk contains three programs. The problem with most fractal artwork is the lack of speed, but Mandel Blitz (first on the disk) uses new algorithms to speed up the process and rather than crawling down the screen one raster line at a time it draws them all over the place and fills in the fine detail later. If this sort of thing gets you off you'll love this and you won't find better.
★★★★

TAKE-2

Rombo 0506 414631 £99.95

NEW

A software only package that offers video and animation sequencing with four track graphic control and syncronised sound capabilities. Two of the three disks included contain demo images and sounds wich are used to guide you through the trickiest parts of the program. So be warned, this is one manual you'll have to read. A tragic omission is the onion skin feature (the ability to see your previous drawing underneath the one you're working on), but all in all a great package that won't cost the Earth.
★★★★

VIDEOSCAPE 3D

Centresoft 021 356 3388
Animation gobbles up memory but if you don't mind not having colour-perfect 3D representations of objects and want to conserve as much memory as possible this modelling tool could be for you. Using pseudo-shaded algorithms to generate light and shade almost the same effects can be achieved as with twice the amount of free memory. A powerful tool that's even better than *Amos 3D* and *3D Construction Kit*.
★★★

VIDEO DIGITISER II

Datel Electronics 0782 744707
£89.99
Capturing video images on the Amiga is now a very easy task. With *Digitiser II* you can grab images then modify them using the software supplied. Optional RGB Splitter is used for separating the three colour signals, RGB, then digitising each colour to produce a full-colour image. Files can be saved as 8-, 16-, 32- and 4096-colour pictures and reloaded into *Deluxe Paint*. The RGB Splitter costs an extra £79.99, but it's worth every penny.
★★★

WHOM II

PD Soft

NEW

Dr Who fans will be rejoicing at the announcement of this utility. An entire cross-referenced database covering every aspect of the time-traveller's history. A vast wealth of information giving every conceivable tit-bit of information you could possibly ever want. Every single episode is listed and cross-referenced with some incredibly trivial information.
★★★★

WORDWORTH

Digita International 0395 270273 £129.99
Word processing on the Amiga has been becoming more and more professional over the last couple of years. *Wordworth* allows you to incorporate *Deluxe Paint* pictures into your files and will mould your text around the image. Totally icon-driven, you shouldn't have any problems. A spell checker and thesaurus are included. The complete package comes ready to run but you will need at least one megabyte to work on files of any length.
★★

ZY-FI

Evesham Micros 0386 765500
£39.95
If you are still listening to your Amiga's amazing sound through your old TV set then it's about time you experienced true stereo sound. Supplied with it's own power supply, ZY-FI plugs directly into the Amiga's sound ports and amplifies the sound through the supplied speakers.
★★★★

A-Z DIRECTORY OF CONTACT NUMBERS

IF YOU WISH TO BE INCLUDED IN THIS DIRECTORY, SEND DETAILS TO:

DON'T FORGET ME!, CU AMIGA, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

COMMODORE 0628 770088

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ACTIVE SALES	081 752 0260
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SDL	081 300 3399
SPECTRAVIDEO	081 900 0024
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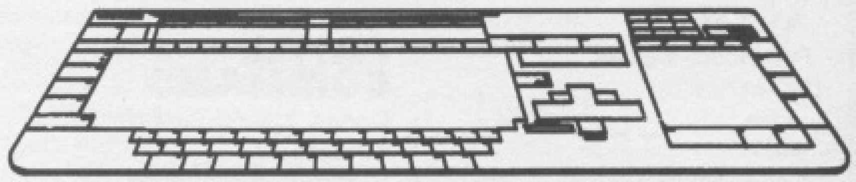
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buyers guide

Welcome to the pleasure dome! Sit back, relax and read through the definitive guide to the greatest and latest games available today...

RATINGS	
★★★★★	supreme
★★★★	excellent
★★★	good
★★	fair
★	dodgy

AGONY

***Psygnosis* £25.99 Shoot 'em up**

NEW

Agony takes an owl for its main sprite. Don't be put off by this, though, as our feathered friend can dish out more death than the Grim Reaper. The graphics are superb and give the game a Japanese feel. Potions and power-ups abound and can only be retrieved by quick joystick wiggling. Not a classic, but worth your pennies none- the- less.
★★★★

ANOTHER WORLD

***US Gold* £25.99 Arcade/Adventure**

NEW

iDelphine's original and unprecedented comic book adventure opens up a new style of game play. It's a brilliant mix of animation, puzzling and arcade shoot 'em up. The game revovles around a research analyst who's been catapulted into another dimension. Surprises at every twist and turn, with little left to the imagination. Gameplay is slightly limited by the skimpiness of the game and the limited number of levels, but it should not be missed. A sequel is almost assured and if not we'll be hamering down the door to find out why not.
★★★★★

ARMOUR-GEDDON

***Psygnosis* £25.99 Arcade Simulation**

Chance to drive or fly six different types of vehicle in a futuristic fusion of simulation, strategy and shoot'em-up. Full marks go to Psygnosis for this first foray into the genre. Scores over the cult classic *Carrier Command* from Realtime Games/Rainbird.
★★★★

BATTLE COMMAND

***Ocean* £24.99 Arcade Simulation**

Blend of sci-fi shoot 'em-up and strategy from Realtime Games of *Carrier Command* fame. Advanced 3D graphics and a plethora of missions.
★★★

BIRDS OF PREY

***Electronic Arts* £34.99 Flight Simulation**

Featuring dozens of planes including the hi-tech B-2 Stealth Bomber, Boeing 747 and the Hercules transport craft and based around an East West conflict Birds of Prey is one of the finest flight sims ever. Some of the more manoeuverable planes are a little hard to control, but the game incorporates a useful auto pilot system that will fly you to your various missions before you take over. Great.
★★★★★

BLUES BROTHERS

***Titus* £25.99 Platform**

Fans of the cult '70s film will really get a kick out of this game. Sparkling sprite animation of the two main characters come complete with a crazy backdrop full of traps and bonuses.
★★★★

CAPTIVE

***Mindscape* £24.99 Role Playing Game**

Veteran programmer Tony Crowther's '*Dungeon Master* in space' has an almost infinite number of levels and a sometimes bewildering array of collectible gadgetry. Won game of the year in 1990.
★★★★

CENTURION: DEFENDER OF ROME

***Electronic Arts* £24.99 Arcade Strategy**

The creative force behind the legendary *Defender of the Crown* turns his attention to the Roman Empire. Command legionnaires on the battlefield, construct a fleet of boats, catch a gladiator show, and try to seduce Cleopatra. Carry on, gamers!
★★★

CHAMPION OF THE RAJ

***Mirrorsoft* £25.99 Arcade Strategy**

Catch the laughable Captain Pugwash animation in Level 9's answer to those Cinemaware 'Interactive Movies' like *Defender of the Crown* and It Came from the Desert. Somewhere along the line that whole affair falls flat... about 23 seconds after inserting the disk, in fact.
★

CHUCK ROCK

***Core Design* £24.99 Platform**

Prehistoric lager lout travels through five levels made of jungles, caves, underwater passages and ice chambers before a finale in the dinosaur's graveyard. Brilliant animation of some crazy creatures. A bit too easy to complete. Ungabunga!
★★★★

CRUISE FOR A CORPSE

***Delphine/US Gold* £25.99 Adventure**

Gripping stuff from the Parisian software company. Agatha Christie style murder mystery using the Cinematique system. Full of French flair, especially the black and white 'flashback' sequences.
★★★★

DOUBLE DRAGON 3

***Storm* £24.99 Beat 'em up**

Eagerly-awaited installment in the series. An accurate conversion of the coin-op that adds nothing new to the previous games in the style department. However, there is a slight twist to the plot and a few puzzles are included in an attempt at jazzing up the old tale.
★★★

DEUTEROS

***Activision* £25.99 Strategy**

Space opera about as interesting as playing with a number-crunching spreadsheet. Still, some people out there will get a kick out of this follow-up to *Millennium 2.2*... ★★

ELVIRA - THE ARCADE GAME

***Flair* £25.99 Arcade**

NEW

Stunning graphics and very effective paralax. If the RPG wasn't to your taste this platform romp very well could be. Three different worlds to explore with an assortment of spells and weapons to use against the wizards, dragons, ghouls and wraiths you'll meet. Only let down by the size of the playing screen and its ease of play. Love her or hate her, *Elvira – the Arcade Game* will appeal to most.
★★★★

EPIC

***Ocean* £25.99 Space Flight Sim**

Wing Commander on the Amiga. After years of delay DID have delivered a masterpiece of 3D space combat warfare. Protect the Federation fleet on its perilous journey through space and engage enemy fighters or embark upon eight separate missions. A long time coming, but worth the delay. *Epic 2* is in production.
★★★★★

EYE OF THE BEHOLDER

***SSI/US Gold* £29.99 Role Playing Game**

A *Dungeon Master* clone that is superior to the original. Takes the idea a stage further by incorporating the feel of AD&D role-playing with improved characters and story.
★★★★★

F-15 STRIKE EAGLE II

***Microprose* £34.99 Simulation**

Another in the long-line of quality flight-sims from Microprose. Fly hundreds of missions in six war zones around the world, including the Persian Gulf, Vietnam and Central Europe. Probably the best ever Amiga flight-sim! ★★★★★

F-29 RETALIATOR

Ocean **£24.99 • Simulation**

More an arcade game than a straight flight simulation, F-29 is brimming over with fast solid-3D graphics and fair number of 'bugs'. Contains dozens of different tactical missions with intense aerial combat and ground battles. Runcorn-based developer Digital Image Design is currently working on *Robocop 3* and *Epic*, Ocean's answer to the award-winning *Wing Commander*.

★★★★

FIRST SAMURAI

Imageworks **£24.99 Arcade**

People behind such classics as *Cybernoid* and *Last Ninja* have produced a very playable romp. Plenty of beat'em-up action and horizontally-scrolling landscape to explore. Beautiful sprites and backdrops coupled with unusual orchestral sound effects. A cut above the rest.

★★★★★

FLAMES OF FREEDOM

Microprose **£34.99 Arcade Strategy**

Even after all these years, *Lords of Midnight* programmer Mike Singleton can still cut it. *Midwinter II* is a technically awesome 3D adventure with 22 different forms of transport, over 1,000 intelligent characters, dozens of useable weapons and the equivalent of 1,000,000 square miles of terrain to explore. The nearest a computer game has ever come to a James Bond movie.

★★★★★

GODFATHER

US Gold **£30.99 Shoot 'Em Up**

NEW

Classic example of the misuse of a film license. Probably due to no fault of their own, US Gold's mafioso epic bears little resemblance to the Brando/Pachino masterpieces. Dogged by copy right problems, this average platform/*Operation Wolf*-type affair does its best to recreate old New York with some fantastic back drops and digitised sounds. However, with the absence of any recognisable characters and the tough difficulty level, the game pulls on a pair of concrete moon boots from the beginning. Look out for an RPG or arcade adventure, someone must be able to do these films justice.

★★★

GODS

Renegade/Mindscape **£24.95 Platform**

Another corker of a game from the prolific Bitmap Brothers. Highly impressive graphics complemented by a wide range of multi-layered sound effects and samples. Utilises a novel system which makes the computer-controlled opponents respond intelligently to the actions of the player.

★★★★

GRAND PRIX

Microprose **£34.99 Drive 'em-up**

More hot racing action from author of the award-winning *Stunt Car Racer*. Realistic, fast-moving and excellent 3D graphics. With up to sixteen tracks to choose from, you shouldn't dire of taking these Formula One buggies out for a spin.

★★★★★

GREAT GIANA SISTERS

Rainbow Arts **£N/A Platform**

Just to be trendy, here is the ultimate underground hit. Nintendo forced this game out of punters reach because of its likeness to the mega-successful Super Mario Bros series. Praise indeed, pity the game is no longer available on the open-market.

★★★★

HEAD OVER HEELS

Ocean **£7.99 Arcade Adventure**

This transfer of the old Spectrum game has been well worth the wait. Primitive graphics and sound but phenomenal gameplay. Hopefully, this could pave the way for adaptions of some of other eight-bit classics like *Aliens, Delta, Forbidden Forest, Lode Runner, Lords of Midnight, Park Patrol, Pastfinder, Raid on Bungling Bay, Thrust*, and so on.

★★★★★

HEART OF CHINA

Sierra **£35.99 Adventure**

Graphic adventures don't get much prettier than this. You take the role of an obnoxious loud-mouth American (do they come in any other format?) on a journey across China to rescue your fair lady. Extremely funny dialogue and a great deal of oriental flavour remain in the Amiga version converted from the gob-smacking PC product. A monitor might fail to do the tunes justice, but, rest assured, they are excellent. The only thing that ruins the experience is the limitations in the Amiga's speed and the horrendous disk swapping. Still great stuff.

★★★★

HEIMDALL

Core Design **£30.99 Arcade Adventure**

Graphics easily up to the standard of *Dragon's Lair* complemented by really meaty gameplay, too.The ultimate in arcade adventures... brilliant!

★★★★★

JOHN MADDEN FOOTBALL

Electronic Arts **£25.99 Sports Sim**

NEW

American Football has never been presented better. John Madden provides a wealth of options that you can take or leave, without bogging the player down. The sprites are the perfect size and are complemented by a series of grunts, groans and speech. Different pitch surfaces and conditions add to the event and the realistic play will keep you rushing for hours. Not a very natural transposition from the Mega Drive console, due to its complicated control method, but both teams are in the same boat so fairness is assured. It also makes a nice alternative to Cinemaware's aging classic, *TV Sports: Football*.

★★★★

KNIGHTMARE

Mindscape **£25.99 RPG**

Role playing with a sense of humour. Don't associate it too much with the childish television program as it would be much too hard for the youngsters. Intelligent monsters that can actually be heard coming with tell tale noises best exploited through head phones. The characters are very quick to react to their predicaments and can all be individually programmed to spring into action at a single click of the mouse button. A joy to play and equally addictive.

★★★★★

IK+

System 3 **£9.99 Beat'em-up**

Definitive example of the genre from maverick programmer Archer Maclean. Looks and sounds like a Bruce Lee martial arts movie, incorporating frantic combat and a great sense of humour. Dramatic sampled sounds and super smooth animation of head-butt, face slap and gut punch moves make the game virtually unbeatable. Are you a karate kid?

★★★★★

KNIGHTS OF THE SKY

Microprose **£35.99 Flight Sim**

Taking the flight sim world back down to the basics. No radar guided missiles or electronic HUD displays here just 105 horse power engines and a machine gun that's prone to jamming! Fly or die for Britain or Germany in a bi or tri plane set in WW1. Probably the fastest sim to date even when there's loads in the sky the ground detail and pace are still retained.

★★★★

LEANDER

Psygnosis **£24.99 Platform**

Head and shoulders above most other platform games, Leander smacks of those Japanese console games currently in vogue. Easily the most playable game from the Psygnosis stable.

★★★★

LEMMINGS

Psygnosis **£24.99 Arcade Puzzle**

Take command of the wackiest collection of misdirected death-wish rodents ever seen on your screen. Click on a series of icons to make your cute little Lemmings perform potentially life-saving skills like digging tunnels, climbing, building bridges, and so on. One of those games that will grab you until you've completed it. Psygnosis and DMA Design are promising extra level disks, a brand-new sequel and an eventual *Lemmings Editor* so you can create your own levels.

★★★★★

LOTUS ESPRIT TURBO CHALLENGE

Gremlin £24.99 Drive 'em-up
Surprise hit of the year! Similar look and feel to the C64 classic *Pitstop II* from Epyx. Features 20 competing cars, 32 cruel courses, precious pitstops and capital controls. Split-screen racing action for one or two players.
★★★★

LOTUS TURBO CHALLENGE II

Gremlin £25.99 Drive 'em-up
Eagerly-awaited sequel brings eight new stages and improved graphics. Like Sega's Radmobile coin-op, *Lotus 2* also includes fancy weather effects like rain, snow and, most impressive of all, fog. In addition, four players can simultaneously compete courtesy of an ingenious link-up option. Some players have complained about the feel of this one, so try both games before you decide.
★★★★

MERCENARY III

Novagen £29.99
3D Adventure
NEW
A reasonable succesor to Paul Wokes's *Damocles*. The merc emerges from a two-year prison sentence and embarks on yet another last mission. The vast 3D environment is criss-crossed with roads, buildings and different transportation systems. There are a number of different ways to complete the game and the box actually contains sealed envelopes containing five of these. Crude graphics and poor backdrops don't help to create a strong atmosphere and unless you're a fanatic for this type of olde worlde programming, steer clear.
★★★

MANCHESTER UNITED EUROPE

Krisalis £25.99 Sport
Popular soccer game recently updated for the new international season. Features four-player option when used with special joystick adaptor. Arcade and management modes to suit everybody.
★★★★

MEGALOMANIA

Imageworks £30.99 Arcade Strategy
Skillfully crafted action wargame with some super sampled sound effects and speech. Make your moves and watch hordes of little men run around the screen killing each other. The boys at Sensible Software have done players proud with a witty interpretation of the genre.
★★★★★

MICROPROSE GOLF

Microprose £34.99 Sports Sim
Very strong contender for the golfing sim crown previously held by PGA. Fantastic scenery and an easy-to-use style of play. Different tournaments, courses and up to 72 holes to play around. You can play back your shots whenever you like and there are up to ten camera angles that twist and turn in and out following your ball during play.Better than the rest and avoids annoying disk swapping.
★★★★★

OPERATION THUNDERBOLT

Hit Squad £7.99 Shoot 'em up
The original conversion of *Operation Wolf* was met by fans with mixed criticism as some thought it a tad too difficult. However, this sequel had all the essentials to make it better than the first including simultaneous two-player mayhem. Unfortunately, the absence of an on-screen cross-hair with which to aim was a disappointment, but a brilliant conversion nevertheless.
★★★★★

PACMANIA

Grandslam £N/A Arcade
Perhaps the finest moment for the cult video game character. *Pacmania* is an old but competent conversion of the colourful Namco coin-op. Every bit of your screen is filled with pseudo-3D mazes occupied by nasty ghosties out to get our hungry hero. Excellent choice for younger players and definitely one for nostalgia freaks. ★★★

PGA TOUR GOLF

Electronic Arts £24.99 Sport
Compete against sixty PGA Tour Pros in four-round tournament play. *PGA Tour Golf* has three authentic courses (Sawgrass, Avenel and PGA West) and a bonus fantasy course. Play against one to four human or computer opponents and see your best shots again via the Instant Replay. There are plenty of golf games available on the Amiga, but none of them come close to this classic.
★★★★★

POPULOUS 2

Bullfrog/EA £29.99 Strategy
One of the best games ever released. No kidding. Basically the same play principle as Populous, only everything has been improved to perfection. Try to become more powerful than Zeus by defeating a series of Greek Gods and mythological creatures. State-of-the-art gameplay and presentation. You simply cannot be without this game in your collection. There are two versions, owners of one megabyte machines are treated to even better graphics and sound.
★★★★★

POWERMONGER

Electronic Arts £29.99 Strategy
From Bullfrog, the team that brought us *Populous*, this is another startling example of how original games can be created by designers who care. Life as a warlord is tough but immense fun. Spy on your enemies, bribe the meek and send in your troops to attack. Get the peasants to make food or invent something useful like agricultural machinery or destructive weapons. More of a 'real-world' simulation than Populous, with an incredible 3D representation of rivers, hills, settlements, people and battles which can be zoomed and rotated at will.
★★★★★

PRINCE OF PERSIA

Broderbund/Domark £24.99 Platform
Arabian swordplay and hijinks with delicious sprite animation. Looks good, sounds good and jolly well does you good. Hey Broderbund, what about a sequel?
★★★★★

PRO TENNIS TOUR 2

Ubisoft £24.99 Sport
Who needs Wimbledon when you can have the 'real-thing' all year round?
★★★★

RAILROAD TYCOON

Microprose £29.99 Strategy
Build yourself a railroad empire in North America or Europe during the heyday of locomotion. Each territory has its own economy, products and resources. Players must choose the right train engine and rolling stock for the job and keep the equipment up-to-date. Newspaper headlines keep you informed of events which could bring in new opportunities for budding tycoons. Typical Sid Meier release with an exhausting amount of depth.
★★★★

RED BARON

Dynamix £34.99 Flight Sim
NEW
Excellent presentation with a large manual full of background information for this First World War flight sim. Plenty of menus and options, plus good use of digitised pictures of the different piolots. However, the missions take an age to load and once running crawl along, moving at one frame a second in some places. Digitised sound effects are usualy welcome, but the constant grinding of the planes engine is suicidal and cannot be turned off. Medals are awarded for valour, and perseverence!, but no reward would make me play this again.
★★

RISE OF THE DRAGON

Dynamix/Sierra Online £39.99 Graphic Adventure
Above average release inspired by Ridley Scott's Blade Runner cyberpunk film. No typing involved and it sports some lush location graphics and animations. Plenty of disk-swapping for those of us without a hard disk.
★★★

ROBIN HOOD
***Millennium/US Gold* £25.99**
Strategy Adventure
Kevin Costner and Bryan Adams have made huge amounts of cash out of our legendary hero, so why shouldn't us Brits grab a slice of the pie? *Robin Hood* is an epic game, pleasing to both the eyes and ears.
★★★

ROBOCOD
***Millennium* £24.99 Platform**
Sequel to *James Pond Secret Agent* is a real scorcher. Fantastic combination of humour, platform play and cute graphics. How can one lonely programmer produce a game of such calibre?
★★★★★

ROBOCOP 3
***Ocean* £25.99 Arcade Adventure**
An original format that breaks the usual mold of film licenses. You can take the role of Robocop in this 3D environment and play the arcade sections for instant action or follow the course of the full movie adventure. Great use is made of different camera angels and the 3D animated sections keep the story moving along in a stylish cinematic manner. However, gameplay is rather limited and the long lasting appeal of it all is extremely questionable.
★★★★

RODLAND
***Storm* £25.99 Platform**
One of the most playable games to hit the Amiga in a long time. This Jaleco coin-op has been cleverly brought to life without losing any of the original appeal.
★★★★

RUBICON
***21st Century* £25.95**
Shoot 'Em Up

NEW

Rather limited, yet graphically sumptuous, futuristic shoot 'em up. Some sprites are one-quarter the size of the screen, yet even with the varied power-ups on offer the traditional blast-all-in-sight game is not best represented here. There are lots of mutant nasties to kill, but once the screen begins to fill up, the whole thing slows down. ★★★

SECRET OF MONKEY ISLAND
Lucasfilm Games/US Gold
£25.99 Adventure
There's not much you can teach the George Lucas team about creating top-quality interactive entertainment. *The Secret of Monkey Island* is superb in every respect: gorgeous graphics, seducing sounds and heaps of humour. This swashbuckling pirate adventure has absolutely no typing involved and incorporates a terrific use of dialogue. Requires one megabyte of memory.
★★★★★

SHADOW OF THE BEAST 2
***Psygnosis* £34.95 Platform**
Ridiculously difficult gameplay, most impressive graphics and ever so overpriced. What else can we say? Oh yeah, Shadow of the Beast 3 will be here soon.
★★

SILENT SERVICE II
***Microprose* £34.99 Strategy**
Accurate submarine simulation set in the Pacific during the Second World War which could do with a dose of excitement.
★★★

SPACE GUN
***Ocean* £24.99 Arcade Shoot 'em up**
Operation Thunderbolt-styled game that's been converted from the space-aged coin-op. The incredible arcade atmosphere has been retained mainly due to the thumping noises and great sound effects. The original utilised a pump action space rifle and Ocean have not only made the game mouse driven, but Trojan Light Pen compatible as well. Every conceivable alien comes out of the wood work at you and the few additions that have been made to the tried and tested game-style raises the game above even *Beast Busters*.
★★★★

SPINDIZZY WORLDS
***Activision* £24.99 Arcade Puzzle**
Marble Madness was one of the first games to be released on the Amiga, although we had to wait four years for the real thing.
★★★★

STUNT CAR RACER
***Microprose* £24.99**
Drive 'em-up
Inventive and irresistible crash 'n smash race game with realistic suspension and handling of the hot-rod cars. Geoff Crammond, the brains behind Revs and Sentinel, produced some fast solid-3D graphics for the narrow suspended raceways. Grand Prix is his new attempt to simulate Formula One warfare.
★★★★★

SWITCHBLADE II
***Gremlin* £24.99 Platform**
Finally, a platform slice'em-up which gives those pesky Japanese console video games a run for their money. Switchblade II is set across six enormous levels with over 600 screens of tense, claustrophobic challenges. Hack-tastic, mate!
★★★★

SWIV
***Storm* £24.99 Shoot'em-up**
Kind of like a sequel to the durable *Silkworm*. Vertically-scrolling shoot 'em up which pits your craft against all manner of alien fighters. Continuous loading during the game means there's always something to shoot at and the varied backdrops are very detailed. Why can't all Amiga games be this smart?
★★★★★

THEIR FINEST HOUR: THE BATTLE OF BRITAIN
***Lucasfilm* Games/US Gold**
£24.99 Simulation
Thrilling and historically accurate air combat simulation set during the crucial summer months of 1940. Players have the choice of flying eight famous planes including the Supermarine Spitfire, Junkers 87 Stuka and Messerschmitt 109. Lots of special features like a mission editor and replay camera with VCR controls.
★★★★★

THUNDERHAWK
***Core Design* £30.99 Arcade Simulation**
Near future chopper capers geared towards total action. A mix of slick 3D polygonal graphics and simple easy-to-use controls. There's no better helicopter sim on the Amiga at present. Another best-seller from Core Design. Yah-hoo!
★★★★★

TIP OFF
***Anco* £25.95 Sport**
Kick Off goes American with probably the most accurate basketball game for your Amiga available. Slightly dodgy controls made this a slight disappointment, but a great deal of fun can be had and hopefully set the standard for a tweaked sequel.
★★★

TOKI
***Ocean* £24.95 Platform**
Qualified conversion of the strange coin-op starring a monkey in the leading role. Marvellous bright backdrops and surreal sprites. Sadly, the basic gameplay isn't that varied.
★★★

ULTIMA VI
***Origin/Mindscape* £30.99 Role Playing Game**
Every Ultima is a masterpiece in its own right. Nuff said, mate? *Savage Empire* and *Martian Dreams* use the *Ultima VI* game engine and are now on their way.
★★★★★

UTOPIA
***Gremlin* £29.99 Strategy**
Despite a similar look to *Populous*, this is really *SimCity* in space. Can you construct the perfect place to live? And even if you can, what about the ever-present threat of an alien invasion? Every game presents a new challenge and there's loads to keep you occupied. Gremlin's best game ever.
★★★★★

VIZ
***Virgin Games* £19.95 Sport**
A far better game than everybody was expecting. Adult fun which should annoy any of your prudish friends or relations. Players have the choice of playing the trade marked Biffa Bacon, Johnny Fartpants or Buster Gonad in a race around the streets of Fulchester. Watch out for cameo appearances by The Fat Slags, Big Vern and Spoilt Bastard. Roger Mellie provides the stupidly silly live commentary.
★★★

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doctorin' the disks

Eight hundred kilobytes on a beermat – how do they do it? In the first of a three-part series, Nick Veitch does tricks with tracks.

HEAD START

If you were to take 600 pages of text and throw them around your room, you would make a mess. Thus, if you ever need to retrieve information, it would make sense to store it an orderly manner. Your Amiga's disk drive has got it sussed...

Your internal floppy drive comprises a motor, a few drive screws and a pair of magnetic heads. The motor's function is fairly obvious: it spins the disk at a precise speed. The bits that do the work are the heads. Gliding fractions of a millimetre either side of the disk, they detect the magnetic pulses coded onto the disk. All that comes out is a stream of numbers, and something has to tell the drive heads where to go.

DEVICES AND DESIRES

The Amiga's first line of control is the trackdisk device. This is a piece of code (often called a library) that knows how the actual physical drive is connected to the Amiga. It also knows where to send data – not to mention the controlling codes. These drivers are always specific to that particular device.

This may seem to be a bit complicated, but future devices will be able to be connected simply by plugging them in and writing a device driver. If AmigaDos was more directly involved with controlling the physical mechanism, you'd need updates everytime a new kind of device surfaced. Most device drivers exist in the machine's ROMs but that doesn't mean you can't write one and compile it.

HANDLE IT

The next step from the device driver is the file handler. This is usually found in the L: directory of Workbench. The file handler decides the format your files will take on the disk. The standard file-handler accepts commands that create, read, write, rename and delete files on disk. Any tool or application that runs through Workbench will use the file handler to store and retrieve information. This means that the applications don't have to know how files are stored, they just pass the information on to the file handler.

Since none of the applications are dependant on the way data is stored, it is possible to use other file handlers, meaning that applications can use any file information stored on any device so long as there is a device driver and file handler for that piece of hardware. This is convenient as there are two file handlers for disk drives. There is the original one, as introduced on the A1000 (now known as the Original Filing System) and one other. Workbench 1.3 introduced a file handler known as FFS (Fast File System), primarily for use with hard drives. Both of these accept the same set of commands to read and write data to files and both support the same device drivers. The only difference is in the format the files actually take on the disk. The format used in FFS is based on OFS but has been streamlined to increase performance and efficiency.

FLOPPINESS

Let's see howdata is stored on a typical disk. At the lowest level, each disk is broken up into surfaces, cylinders, sectors and blocks. A floppy disk has two surfaces (top and bottom) but hard disks have four or more.The cylinders are the tracks which carry the data, like a series of concentric circles around the hub of the drive. An Amiga floppy disk has 80 cylinders which adds up to 160 tracks over both surfaces.

A sector is a pie-shaped slice of the disk which contains one block in every cylinder. From this, you can imagine that a block (which is the smallest unit of any file) takes up more physical space on the outer edge of the disk that it would further towards the middle. This may seem a bit wasteful but it's the most convenient way to make the drives and also provides a faster access time. Apple computers have more blocks on the outer tracks, but their drives have slow access times and hold roughly the same amount of data.

AmigaDos disks are unique in that they have eleven sectors which adds up to a phenominal number of blocks (1760), each containing 512k. These blocks are smaller than those found on MSDos or Apple disks but data is stored in smaller increments. Informationwise, you can get more on an AmigaDos disk than any other 3.5" floppy.

NEXT MONTH: We've seen how and where, next time we'll explore just what all the blocks on your floppies contain.



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Dear Customer
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We would also like to thank the following U.K. Public Domain Librarys, PD SOFT - GOLDSTAR NBS - DE JA VU - VIRUS FREE - AND AMIGANUTS UNITED for there help and support.
We have been asked by our customers if we will be doing the Commodore range of hardware and addons and the answer is YES, as soon as we have been able to source the hardware
Well thats about all I have to say except that we wish you all the best for 92.

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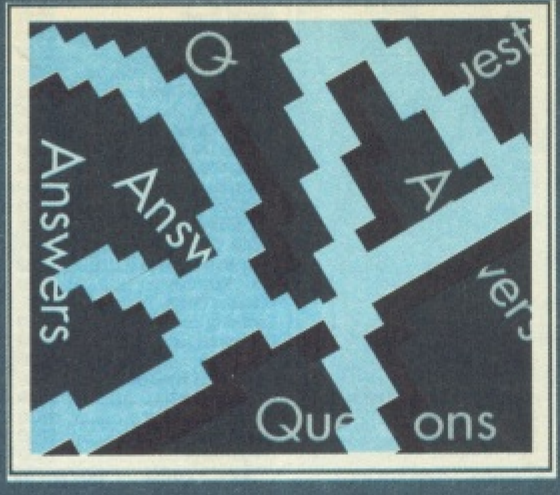
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If you've got a problem, it's no problem to our technical guru Keith Evans. So here he is again to bring relief to your fevered brows.

TESSALLATION SOLUTION

In answer to Clifford Allen's request for a tessallation program – try getting the public domain *Scope* disk #136. It's available through the Independent Commodore Products User Group (call on 081 346 0050), but most PD libraries should stock it.

To quote from the catalogue: 'A tessallation is a set of geometric figures that completely cover a plain surface – such as tiles covering a floor. Escher made possibly the most imaginative tessallations known. This program will help you in designing your own – it's fun, and it's one of the topics covered in both the current junior and high school maths curriculum'.

Incidentally, the plural of 'virus' is 'viri', NOT 'virii'! That would be the plural of 'virius'. Yep, you guessed it – I'm old enough to have done Latin at school! 'Nuff said.

June Brierly, Basildon, Essex.

Thanks very much indeed for your help, June. I for one will be most interested to look at the tessallation disk.

Interesting to read your oh-so-correct definition of the Latin plural for 'virus'. Although I personally don't use the 'ii' version, I often use 'viruses' to describe more than one of the creatures. After all, new words are only created by their constant use, or by people's dissatisfaction with the old one!

BEGINNER'S AMIGA

I recently bought my husband an Amiga 500 Plus and having seen your mag at the newsagents by accident I thought 'Great, that should help us to understand things', but no: the mag is filled with adverts for add-ons and info about this and that, but it all assumes prior knowledge that we haven't got.

We like playing games, even if they drive us crazy – we assume that most four-year-olds could do better!

My point is, could you tell us some of the basics: do we need any of these fancy add-ons? We still want to use the computer for playing games, but my husband wants an accounts package for home use so that he can become familiar with the computer's capabilities.

I think that we're in deep trouble because everyone who writes to your mag seems to have been using a computer all their lives. Are we the odd ones out? We cannot be alone in being so ignorant, can we? Help!

Julie Rankin, Knutsford, Cheshire

We try extremely hard to cater to readers at all levels of ability – there's a very fine line between being helpful and being patronising. We frequently include features, reviews and tutorials which are aimed at users with absolutely NO prior knowledge, although sometimes we do assume that you've at least read some earlier issues of the mag to give you the background information to a piece.

When describing games or technical products, it's occasionally necessary to use a limited number of 'in-phrases' such as 'vectors' and 'resolution'. Generally, these are expressions which the majority of readers are familiar with or can easily infer their meaning by the context in which they appear.

There are a lot of people with a similar level of knowledge as yourselves, but to write exclusively at that audience would alienate far more of our readers than it would attract.

There are many excellent books available which *will* give you the facts in easy to understand language. Among the best is undoubtedly *Mastering Amiga Beginners* from Bruce Smith Books (BSB). In fact, BSB publish a number of first-rate tutorial books. Contact them at PO Box 382, St Albans, Herts, AL2 3JD. Tel: 0727 41243.

On the subject of buying add-ons and additional hardware: there are thousands of extras available for your Amiga, ranging from mouse mats costing pennies, to video systems costing tens of thousands of pounds. There's no particular need for you to buy anything else for your Amiga, but most users eventually purchase some form of additional memory (RAM upgrade) which allows them to load larger programs, and a second disk drive to reduce the amount of disk-swapping required when loading programs which come on more than one disk. Other popular purchases include joysticks, printers, monitors and hard drives.

VIRUS HELP

I've just received a copy of Eric Lovendahl's latest virus killer compilation disk which he's asked me to distribute in the hope of stemming the ever-increasing virus tide. The disk contains a de-activated BG-S9 virus, and a file containing the SCA virus, which is activated by means of a program called 'Infect'. Eric specifically asked me not to remove these files so that people can learn how to hunt a virus down. There is no danger of contamination as long as the SCA virus is left in the file. The BG-S9 is completely safe.

I must confess that I don't necessarily agree with Erik's ideas on distributing a virus which can be activated but I suspect he assumes that, since there are so many viruses out there, distributing one more very primitive one will not hurt – especially as it allows inexperienced users the opportunity to practice their virus-hunting skills.

If any CU readers would like a copy of Erik's disk please send me a blank disk, a stamped addressed envelope and thirty pence to cover costs. I'll gladly send them one, complete with safe operating instructions.

Malcolm Rogers, Banks Farm, Rumburgh, Suffolk, IP19 0NH.

Thanks for the letter, Malcolm. I take your point about spreading the SCA virus but as it's so old and virtually every virus

checker can detect it, I would agree with Erik that it's distribution as part of a killer package does more good than harm.

FONTASTIC

Could you advise me on some font disks to buy? I want some large ones, especially italic styles.
Pete Walker, Sidcup, Kent.

There are numerous Public Domain font disks available and many of them include large-size fonts (known as poster or headline fonts). 17-Bit can help with this subject but I trust you're not expecting to use them instead of your printer's resident fonts? If so, you're going to be disappointed – printers require fonts in an entirely different format to that used by the Amiga. The Amiga fonts are ideal for use within art packages but they will only print out as graphics and not at the high speed of ordinary characters. Most art packages include the option to italicise the letters from other fonts. Although the end result isn't as attractive as using an italic font in the first place, it means that you can add this effect to any letter style.

You may be interested to know that Silica Systems can supply a range of font cards for your printer costing about £37.00 each.

C64 EMULATOR

I've recently purchased an Amiga 500 and have also acquired a copy of the Commodore 64 Emulator complete with the necessary leads to connect the 5.25 inch drive to the Amiga. Everything seems to work fine and it allows me to load Basic programs, but when I try to load non-Basic stuff (games for example), it refuses to load them. Do I need extra hardware to load my old 64 software?
D. Jackson, Rainford, Merseyside.

There are several public domain C64 emulators available, some of which supposedly require no additional hardware to work. However, the one that is reputed to be the best DOES require add-ons – which are only available from the States. You can find out more details by writing to Questronix, PO Box 340285, Hartford, CT, USA. Tel: 0101 061 340285.

WHICH MUSIC PACKAGE?

Can you please explain how, and if, it's possible to determine which music creation programs have been used to write the CU Coverdisk's Tunes of the Month, or any others for that matter?
Mike Hemming, Studely, Warwicks

All of our coverdisk tunes to date have been written either using *Protracker* or a *Soundtracker*-compatible program, such as *Noisetracker*. Although some of them are compressed (usually using *Powerpacker*), they should all load into *Protracker 1.1* or higher.

There are a number of fairly easy ways to find out the origins of a music module, the most effective of which is to try and load them into *Octamed* using the "Load ST" option. If they load as a standard *Soundtracker* module, you can be almost certain that they'll load into *Protracker*.

Alternately, *Action Replay* owners can attempt to grab a tune whilst it's playing using the 'Tracker' option, which often gives useful information about the origins of a tune.

The final option is to use one or more of the numerous 'Ripper' programs available which will attempt to find specific types of music data in memory. Hence, by a process of elimination you can identify the creation program that was used. A disk full of music and graphics rippers is available from the PD Soft public domain library. It's called the Rippers Guide (disk V483) and you can contact PD Soft at 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD.

DISORDERED DJ

I'm a DJ and I have a large collection of singles, LPs and CDs. I need a program to sort out the song titles in alphabetical order so I can add the artist, the format and a format code. When printed out in order, I'll hopefully be able to look up a song title and be able to find the format code, enabling me to find the track in my collection. I have an A500 with a 1Mb upgrade.
Alf Gee, Droylsden, Manchester

The program that you're looking for is called a database. It allows you to store large numbers of records (record=information) on related subjects, such as a collection of CDs or videos or the names of magazine subscribers, etc.

A database is usually separated into different headings known as fields. In your case, the fields would be the song name, the artist, the format and a format code. Information in any of the fields can be automatically arranged alphabetically or numerically according to your specifications.

There are a number of database programs available, ranging from the very expensive and powerful *Superbase Pro 4*, down to a number of public domain offerings such as *BBase*. My personal favourite in terms of power and ease of use comes as part of a package called *Pen Pal* which also includes a word processor and art package. It costs £79.95 and is available from Gordon Harwood Computers, New Street, Alfreton, Derbyshire, DE5 7BP. Tel: 0773 836781. On the PD front, *Amibase Professional III* is more than adequate for your requirements and will cost you next to nothing. Order it from Amiganuts United, 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX.

WHY A SEQUENCER?

Could you tell me how to connect my Amiga to a Hi-Fi? Do I need a special lead and, if so, where can I purchase one? I bought the *Quickshot QS-127* infra-red controller which has a slow-motion feature. I've tried it on many games, but even after I've replaced the batteries nothing seems to happen. Does the slow motion only work on certain games?

Finally, I've heard that one can connect an Amiga to a MIDI keyboard using an interface and record your keyboard efforts via a sequencer. What's so good about that? What better things can you do when the tune is stored on a sequencer that you can't do by just recording it in the key

board's own memory?
Are there additional special effects that can be added once the tune's in a sequencer? Can I submit sequencer tunes in the 'Tune of the Month' competition?
P Durani, Leeds.

Provided your Hi-Fi has sockets for additional equipment, you can attach your Amiga in an instant. Simply buy a lead which has two phono leads on one end (for the Amiga) and whatever plug your Hi-Fi accepts on the other. In most cases this will also be two phono plugs, but some older systems use 5 pin DIN plugs instead.

Infra-red controllers are questionable in their usefulness at the best of times, but when added to the even more dubious merits of a slow-motion system, you often end up with an expensive paperweight!

The main way that joystick slow-motion gadgets work is to send a constant pulse down the line to the computer which effectively overloads the CPU by sending it more information than it's designed to handle from that source. The trouble is that the Amiga is not designed to accept that sort of information via its joystick ports, so the whole thing's not very effective.

Slow motion joysticks tend to work best with shoot 'em ups, but even when they work perfectly, they don't make the game run slowly or smoothly – they just allow you to move in small jerky steps which, to my mind, makes the games all but unplayable. The only effective slow-motion device I've ever encountered is the one that comes as standard with the *Action Replay* cartridge from Datel Electronics. You can contact Datel at Govan Road, Fenton Industrial Estate, Fenton, Stoke-on-Trent, ST4 2RS. Tel:0782 744707.

A sequencer is far more than a glorified recorder and it allows you to do things that you could never do with your keyboard. In the first place, there's a limit to the number of different songs that you can simultaneously record on your keyboard but the only limitation with a sequencer is the number of disks available to store the songs on.

The editing facilities of a sequencer permit you to achieve a far higher level of accuracy than would be possible otherwise. Furthermore, it's possible to record a sequence and deliberately introduce minute errors to simulate the inconsistency of real musicians.

A sequencer allows you to control up to sixteen MIDI instruments and any number of voices between them but you'd find it extremely difficult to achieve the same degree of control with a single controller keyboard.

Decent sequencers do, of course, allow you to add many special effects, ranging from the simple ones such as pitch-bend and modulation, to the more complex ones such as vibrato, echo and after-touch. Some of these effects are not possible with any of the existing MIDI keyboards on their own.

The best professional sequencers available at the moment are *Dr T's KCS 3.5* and *Bars and Pipes Professional*. Both are available from Zone Distribution, who will also be happy to answer any further questions or queries you might have. Write to Zone at 5 Abbeville Road, London, SW4 9LA. Or alternatively, they can be reached on 081 766 6564 during business hours.

LAZARUS

I've heard that there's a virus called 'Lazarus'. I'm new to the Amiga and I want to know what a virus is and if the computer will automatically tell me if a piece of software has one. Is there any sure way of getting rid of a virus from software or the computer?

Recently, whenever 'Replace volume Workbench1.3' should have appeared, 'Replace volume Lazarus' appeared instead. Although I'm not certain that this is a virus, I don't know what I should do to get rid of it.
L. Sanderson, Leeds.

I've checked every single virus list available to me and I can find no mention at all of a Lazarus virus. However, Lazarus is also the name that the Amiga automatically gives to a disk which has been subjected to the infamous Disk Doctor, which is Commodore's rather lame attempt at a disk repair program. Make another backup of your original Worbench disk and reformat or, even better, throw away the 'Lazarus' disk.

A virus is a small and often destructive program which is hidden on a disk. When you attempt to load the disk, the virus will initially transfer itself into the computer's memory before copying itself onto any other unprotected disks which are placed into the disk drives. The virus will not survive after power is switched off, but it may have already installed itself on your Workbench disk, ready for the next time you power-up.

There are a number of ways to avoid the spread of viruses. The most important one is to keep your software write-protected at all times. You do this by ensuring that the little black plastic tab on every disk is always in the up position so that you can see through the hole.

Ensuring that you turn the computer off at the mains or power-pack for at least 30 seconds in-between loading different programs can also halt the spread of viruses because they can't remain in memory for that long without power.

The Amiga doesn't automatically warn you if software is infected. Viruses are designed to remain anonymous and undetected for the majority of the time. The only sure way of detecting them is to use a virus hunter or killer. There are dozens of them available for mere pennies and you should be able to buy a selection from any Public Domain company in the world.

ASSIGN COMMANDS

I've been using *The Works!* for some time with no problems. Recently I bought a hard-drive and copied the program onto it. Although it more or less works as before, it keeps on saying 'insert volume *Works*' whenever I try to use the dictionary. I copied the dictionary to the hard disk so why won't it read it?
Ed Lancaster, Staffs.

The problem is due to the fact that the *Works!* has assigned its dictionary to the original disk. It's easily overcome by re-routing the assignment to your hard drive. The following command should work: Assign Works!: DH0:Works!

This assumes that you've copied your programs into a directory on DH0: called *Works!* You can easily add the assignment to your hard-drive startup-sequence or you can type it in via CLI before you load your word processor.

ANY PROBLEMS?
If you have any questions of a remotely technical nature, we'll do our best to answer them. Send your letters to: Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

HELPLINE

ENQUIRIES

GODS
I would really like a cheat to complete the game, *Gods*. Hopefully, you can tell me how to get infinite lives, otherwise I'll be forced to roam the underground chambers meeting an untimely end for the rest of my life!
Christopher McDougall, V1

VIZ
Please can someone send me a cheat for the game *Viz* by Virgin Games? I have had this game for a year now and have only got to the end of the the first level once and then it crashed on me. Infinite lives would be good or infinite time, anything in fact. Please help.
Steven Valentine, V2

CADAVER
I have managed to get 94% on this game, but can't find the combination to get through the door leading to the dragon. Please will someone help me out?
David Jones, V3

THE SIMPSONS
I really like this game but can anyone tell me how to get past the road block after the retirement home? Every time I get there with infinite lives I can't get past. Has anyone got a poke for skipping sheets or stages? How do you get the flower pots to change colour?
Kevin Bret, V4

PP HAMMER
On level 42, I can't get to the treasure (before the bridge) by digging and I can't find a transporter. Please help!
C. Ogden, V5

FOOTBALL DIRECTOR 2
Please could someone give me some help on this footy game? When you get into the first division I can never win a game. Nine times out of ten you get relegated or given the sack. I'm also stuck for cash so I can't buy any decent players, only veterans.
Mark Stone, V6

SHADOW OF THE BEAST 2
Please can someone tell me how to get past the drawbridge in the Crystal Caverns? I have tried everything but keep falling into the sewers. I know the infinite lives chest but it doesn't help you complete the puzzles.
Koshie, V7

ROBOCOD
Does anybody have a cheat for infinite lives? Please help me. I'm really stuck.
Jostein Jopland, V8

SHADOW WARRIORS
I can get to level 4, but that's as far as I can go. Can anyone tell me how to get infinite lives?
James Cauldwell, V9

LICENCE TO KILL
Could you please give me any help or cheats for this game? James Bond may be a super spy but he's let down by my mediocre gamesplaying every time.
Neil Jones, V10

SARAKON
Has anyone got the complete set of level codes for SARAKON? When describing the pace of the game another magazine described it as 'sedate mouse clicking'! I know my reactions aren't what they were 20 years ago, but if this is sedate, I'm Kim Basinger. I'm getting a bit bored with the first couple of levels, and being called stupid, so please help and send the codes in now.
June 'Kim' Brierley, V11

MYSTERIOUS WORLDS
Please can someone give me a cheat for this corking game?
D. Higginson, V12

LAST NINJA 2
Please could I have a cheat for this great game? I can get to the last level, The Mansion, but I can't get off the first screen. I try jumping off it but I keep falling. If I don't get to finish it soon I'm going to go mad.
Jonathan Dickinson, V13

FIRST SAMURAI
I know it's a new game and that it's very good, but it's also very hard. I need an infinite lives cheat as I can't get past level 3.
Mark Dempster, V14

GREMLINS 2
Please can somebody help me? I'm going crazy with this game. I know the cheat for infinite lives, that's no problem. What I want to know is where to find the Golden G. This opens the lift and without it you can't progress. Someone out there, please provide the solution to my restless nights.
Sarah Kavanagh, V15

FANTASY WORLD DIZZY
I've got as far as the broken toll bridge and I know that dropping the rock in the river raises the water level, but this is as far as I've got and I can't make it across. I would be very grateful if you could print this as soon as possible otherwise you could be responsible for an otherwise normal person going insane!
Sarah Kavanagh, V16

BUBBLE BOBBLE
Please help me because I've been playing this game since Christmas and I can only get to about level 44. I've had more advice than John Major concerning this game so no hints please, just a cheat.
Ben Summers, V17

GOLD OF THE AZTECS
After reading some poor soul's cry for help regarding this game I must add my plea. Please help us jungle adventurers out and hand over a cheat. Someone, somewhere, must have one, so don't keep it to yourself – send it in. Forget about *Shadow Of The Beast 2*. This arcade, platform, shoot 'em up is the hardest game in existence and I've never heard of anyone completing it.
Simon Knowles, V18

HEIMDALL
What a brilliant game. However, the mini-games at the beginning are a litle too hard. (Has anyone managed to severe every pig tail with the axes or catch the oiled pig?) So, if anyone has a cheat for infinite goes (not lives as you don't need them) I'd appreciate it.
Daren Coaks, V19

PIT FIGHTER
Does anyone know a cheat for this taxing game? I'm getting really frustrated by the gameplay and that spiked woman is really getting on my wits.
Gary Bracey, V20

KILLING GAME SHOW
I can get up to the middle of level six, but find it increasingly difficult from there on in. I desperately need a cheat for infinite energy or lives. Please can some one help me out?
Simone Knowles, V21

PREDATOR
Could I please have a cheat for Arnie's monster-mashing movie license, *Predator*? I can get to the derelict building on level one, but I am always mercilessly gunned down in the ambush. An ever-lasting gobstopper would be nice, but of more practical use would be ever-lasting lives. So, if anyone out there has a cheat, or at least a level skip, please send it in. I would also appreciate more ammo as those beasts take a lot of culling.
Andrew Clark, V22

FIRE AND BRIMSTONE
This is a really desperate cry for help. Is there a poke or cheat for this game that will allow me to skip levels? Even better, although perhaps a little more wimpy, is there an infinite lives cheat.
R. Murdoch, V23

CAPTAIN PLANET
This is a very hard game and the planet is going to be one big sludge bucket if I don't get a cheat soon. So can any environmentally- friendly people out there help a fellow hippy out!
Stuart Cope, V24

RUBICON
Although this is an excellent blast, some of the later levels are just too tough, especially the end-of-level guardians such as the skeleton and super-tank. Does anyone have a cheat for invulnerability or ones to activate all the different weapons?
David Yoman, V25

RESPONSES

THUNDERCATS (R9)
When you get to the wall, go back and you'll find a hovercraft. Then you will be able to fly over the wall.
James Caudwell, Cheshire

TOKI (S2)
On the title screen type in TOKIBUNGLEWASHMER. Now press the number keys to select a new level.
Nick Vestner, Scotland

BLOOD MONEY (S3)
Pause the game and press HELP for infinite lives.
David Host, Moor Park

NIGHTBREED (S14)
Type RISEN FROM THE DEAD for infinite lives.
Ferno Dashirie, Slough

STORMLORD (S19)
Type DRAGON BRIDGE on the credits screen and when you pause the game, during play, you can press L to skip through the levels.
Simon Guest, Bracknell

LAST NINJA 2 (T10)
To get off level one go to the path entrance, where the man is juggling flick knives. Go to the square bin nearby and crouch. You should find some throwing stars. Now go to the gate on the left. Crouch down near the middle of the gate and it will open. Walk through the gate and some bees will fly at you. Don't try to kill them, though, just run past. Turn to the right. Jump onto the island and select the pole. Hit the boat until it floats away. Jump back to the island past the bees and right. Run forward and jump onto boat. Then quickly jump to land. Then walk forward and turn right. You're now in the street ready for the next stage.
David Meekins, Essex

DRAGON BREED (U1)
Here is a great cheat to skip levels. Fight your way to the end of the level and pause the game. While the end-of-level monster is loading, hold down the left mouse button, Delete and Help together. The screen should flash and you will be able to skip the levels by pressing a certain key on the keyboard.
Sean Holworth, Buckinghamshire

SUPER CARS 1 & 2 (U3)
Super Cars 1: Enter the following as your name: ODIE, BIGL, RICH or POOR for a variety of effects. *Super Cars 2*: Enter player one's name as THE SEER for maximum weapons of every sort.
Mark Saunders, Poole

HOW TO USE THE HELPLINE
IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

BRAT (U4)
Here are the first four level codes: (1) BISHIGMO (2) MIHEMOTO (3) SASUTOZO and (4) SUMATZEE. Hope these make things easier, for your sake!
Stephen Barder, Dulwich

THE SIMPSONS (U6)
Type COWABUNGA for infinite lives. Type EAT MY SHORTS to skip levels.
Dave Medway, Finland

F/A - 18 INTERCEPTOR (U7)
No entry codes I'm afraid, but maybe this'll help to keep you busy. Enter free flight mode and press 6, 7, 8 and 9 to enter the game. Then quit and the missions can now be accessed.
David Atherton, Fife

DRAGONS LAIR 2 (U8)
Type in GET MORDROC DIRK before starting the game to make things a lot easier.
Martin Simmons, London

MEGA-LO-MANIA (U12)
Use GATAVAXRONT as a code to start on the 5th epoch with 195 men.
Alex Simonson, Aldenham

THUNDERHAWK (U13)
On mission one of Alaska – don't fire until fired upon. Ignore the heavily armoured dumps until last. Fly past them and destroy the whole truck convoy before they leave the mission area. Then destroy all other targets finishing with the dumps. If you're lucky, you'll complete the mission, otherwise return to base for a welcome home.
Murad Ahmed, London

ROBOCOP 3 (U16)
Yes, you'll be very relieved to hear you can beat the ninja fairly easy. First, when the screen showing both of you in the warehouse comes up, press F1 to change to Robo's view. Then, when Otomo jumps at you, punch him so that he falls over. When he gets up he will somersault backwards and get out his sword. Turn (if need be) until Otomo is right in the middle of your point of vision. While he has his sword out press Enter to get your gun out. (Note: Never get your gun out if Otomo doesn't have his sword out or he will jump up and kick it out of your hand). Once the cross-hairs of the gun are visible shoot until the ninja is dead. You must get at least one shot in before he has a chance to jump.
Sammantha Lustache, Essex

ROBOCOD (U21)
To help take the bite away from the pesky undersea creatures, press Ctrl and Return for invincibility. You can now make fish-fingers out of the opposition without fear of retribution. Press Return again to turn it off.
Rubber Radish, Banbury

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BACKCHAT

SEEING RED

I recently purchased the excellent *Red Baron* recently and would like to raise a couple of points. My system consists of a B2000 with 68030/68882, 3mb, 32-bit RAM and 65mb hard disk. Obviously not the standard setup! On my system the game runs very smoothly even at the highest detail setting. In fact, it is more impressive than the PC version on a 386SX! This is where the problem lies as on a standard A500 floppy-based system, the frame update is very slow.

Every magazine is going to review the game on an A500 and consequently, it will not do as well as it deserves. But it states on the box that processors under 14MHz are not recommended! It also recommends a hard disk and lots of fast RAM.

I know that the A500 is a far more popular machine, but it would be nice if you took into account the bigger computers as well. I've enjoyed a lot of software recently that would normally be regarded as rubbish on floppy-based machines. –*Heart Of China, Birds Of Prey* and *Rise Of The Dragon*, for example. If performance on faster systems is not mentioned in the press, I feel that certain companies will stop producing software for our machines. So please consider non floppy-based users in future. We pay as much for your mag as anyone.

Iain Mackenzie, London

Point taken, Iain, but by your own admission you do not have the average set-up. By concentrating on the basic A500s we ensure that all our reviews cover the larger spectrum of Amigas.

Granted, some games will be improved by bigger machines such as yours, but it's common knowledge that adventure games such as *Monkey Island* and *Cruise For A Corpse* will run better from hard disks without us harping on about it in every review. What do *you* think?

PUBLIC'S A PAIN

How about having a reader's survey on shops and retail outlets that supply us? You could then find out who's good and who's bad. Categories could be for speed of delivery, advice, and price. With a survey like this we might start getting the kind of service we deserve. I'm fed up with being kept waiting on telephones that cost over 50p a time, or people saying they'll phone back but never do, and companies claiming first class dispatch and then taking two weeks or more to deliver. You can send a video tape first class for a pound so why do companies charge more (sometimes three times more) for postage?

Print this if you dare, edit it if you wish, but let's get a survey done and get a decent service out of these charlatans.

J. Ankin, Milton Keynes

We couldn't agree more with your point about being kept on hold. If you've got 45 minutes to spare try phoning Brent council! To be fair to the companies, everyone's got their favourites and you'd be hard pushed to find a PD outlet without one blemish on its record. As far as the postage goes, you can't expect a tiny PD house to sell their disks for the same price as a huge company, they've got to make a few extra pence somewhere. I don't think you can begrudge a couple of pounds when you're paying 99p for a disk that took someone ages to compile. PD could be twice the price and still be phenomenal value for money.

DOUBLE TROUBLE

I recently bought a second drive for my Amiga only to discover that half my collection won't accept it. I've also bought *DPaint IV* and the best thing about it is that you can load in Tobias Ritchers' fabulous animations and play about with them. I would also like to know if it's worth upgrading to Kickstart 2.0? What do I need to get more speed and colour out of Hi-Res mode in *DPaint IV*?

LETTER of the MONTH

MINDLESS VIRUS

I wish to talk about computer viruses. These wretched things are a bloody nuisance, I'm sure everyone will agree, they cause incredible frustration, anger and mindless damage to software. What I want to know is: who the hell are these strange people who get it into their even stranger heads to sit down and create these viruses? Why? Where's the sense in it? I can't imagine the sort of peculiar delight these people gain from their stupid efforts. Are they somehow affiliated with the makers of the Virus Killers with a financial interest thereof? Perhaps if any virus makers are reading this they should consider putting their 'skills' into programming decent games, instead of hiding behind their immaturity.

Guy Chapman, Birmingham

A Bootblock virus is relatively easy to write. A more cunning and a lot rarer form of virus is the IRQ (Interrupt Request), which attaches itself to files and executes itself before the proper program is run, thus becoming very hard to track down. It then works its way into the machines' memory, so you're never sure if it's been eradicated. There are various reasons why they do it. Some programmers have a chip on their shoulder. They think that anyone who doesn't have the knowledge they have shouldn't be using the machine purely for games. Most viruses come onto the circuit through PD utilities and originate from Germany. One case in point was the emergence of the German virus "Lamer Exterminator", a lamer being a games player. A few viruses come from software cracking houses. Their sole purpose is to remove protection from games, copy them and then sell them at reduced prices (one good reason for not purchasing these disks). Most authors don't have the talent to write a decent game so they get their kicks with viruses. A programmer with basic skills could come up with a formidable virus in only 10 hours. Perhaps one of them would like to write in? After all that, remember there's no need for you to contract a virus. Take care of your programs and always remember, write protect all new disks and turn off your machine for 30 seconds between swaps.

GOT SOMETHIN' TO SAY?

CU AMIGA is the country's fastest-growing magazine, and therefore the premier forum to air your views on anything connected with the Amiga scene. Your comments can make a difference so don't be indifferent, drop us a line today.

Dylan Garton, Essex

I'm afraid there's nothing you can do about the disk drive problem. It's just lazy programming on the part of the writers. However, sometimes, when games are re-released, they are gone over with a fine tooth comb and made compatible. *DPaint IV* is probably the best art/animation package available on any home computer and far from useless. To speed it up, you need an accelerator card that plugs in under the Amiga's hull. It's quite easy to fit, but you'll have to remove the existing 68000 processor. The A5000 System from Solid State Leisure is an excellent bargain. If graphics are your bag then Kickstart 2.0 is a must as it allows over scan and has higher resolution modes.

GAMES DISASTER

Computing's become respectable with people like Jimmy White getting involved in the production of games, and at last there is a noticeable amount of time being allocated to gaming on TV. However, the programme *Games Master*, although an improvement over *Get Fresh*, still suffers from the 'childish shouting kids' syndrome. What I'd like to see is a more adult-based program. Surely CU Amiga, with its definitive bias towards serious software as well as games releases, realises just how good/popular a program aimed at productivity software would be.

Before I sign off, I would like to comment on *Click Magazine*. What are these people on? It has its moments, like the amazing piece on VR, but that guy with the long hair had me in stitches. Perhaps with the computers new found credibility they could have paid for a couple of decent presenters.

David Walker, Norfolk

Decent presenters! We'll have you know that presenters and guests from both *Click* and *Games Master* are currently working, or stemmed from, our very own offices. Mind you, Click's Tony Dillon's been on something ever since he left here. The dole! Just joking, Tony, honest.

GAME FOR A LAUGH

I've waited three months for it. Phoned every week as requested and is it ready yet? No! 'What are you talking about?' I hear you say. *Formula Grand Prix*, that's what! Below is a list of excuses tabulated from Microprose themselves:

'It'll be the end of the month' – October 1991
'Definitely the 10th' – November 1991
'Probably the 10th' – November 1991
'Due out on the 7th' – December 1991
'It'll be out on the 15th definitely probably' – December 1991
'Released on the 20th and in the shops a few days afterwards' – December 1991
'Within the next few weeks' – January 1992
'Next Thursday (30th) DEFINITELY' – January 1992

Well, after much delay, is it finally being released? It's cost me the game's price already in phone calls.

On another topic, why is *Games Master* so bad! The only interesting part is the review section and the tips. Why don't TV companies produce a Chart Show-type program which can review all the major new software titles without the constant drivel of a TV presenter?

Stuart Price, Scotland

CHIPS CHALLENGE

Buying an Amiga's the best thing I've done. However, one thing puzzles me. We are constantly being told that Amiga sales are rising all the time, and that the computer has broken the million owners mark and is going up and up. So why are the software companies starting to ditch such a huge market base and concentrate on the console systems? I knowthe Spectrum has hardly any games sales, but only now, eleven years after its introduction, are companies leaving it for dead. I fear that unless Commodore release a box of tricks containing super chips that plug into the computer, our machine will not be able to compete, and this time next year Atari's Jaguar or Nintendo's Famicom will be the games players first choice.

Naheed Ashraf Malik, Derby

Lets get something straight. In no way are software companies going to ditch the Amiga. Whilst it's true that some companies are producing games solely for the console market, it is not an abandonment, merely a realisation of the Amiga's limitations in the specialised chip department.

The box of tricks you mentioned is almost here, it's called a CD-ROM and anyone who thinks it will merely turn their Amiga into a glorified stereo is very wrong. Wait and see.

COVER CRISIS

I've recently bought *Page Setter 2* to use with cover disk 23. I can open Clip Art, but I keep coming up with all sorts of different messages. Could you please tell me step-by-step how to get into DTP Templates? I have an A500 Plus and I've never had any problems with your disks.

Barbara Goldsmith, Hastings

Firstly, the templates are located in a different directory to *Clip Art*. Look on your disk in the DTPTEMPLATES directory. To use these templates, you must load them as *Page Setter 2* pages and not as bitmap graphic files. Use the load option in the project menu.

BACK TO BACK-UP

Could you recommend a utility that will enable me to back-up all my disks? I also want to compile a single disk containing all my favourite demos. Is this possible? If so, is it easy? I notice that the manual is not very comprehensive and lacking in information to say the least. Lastly, could you recommend an adventure or strategy game that's not too hard so that I can boast to my 10 year-old son that I've finished something when he visits?

Jon Richards, Hants

We don't know of any disk utilities that will both compress and back-up. *Disk Master* will allow you to compile your best demos onto one disk and, by pure chance, it's on the cover of this month's magazine – you lucky, lucky people. As for easy adventures, any game that's had a Play To Win piece written on it will do!

SOFTWARE RIP-OFF

This must be one of the biggest scams in software history. Amiga disks seem to be getting more and more expensive. Why should this be? Isn't the Amiga selling like hotcakes? Aren't games sales rocketing? Isn't everything hunky dorey?

So why have prices gone through the rough all of a sudden? It's sheer robbery!

Dave Bollond, Norfolk

We seem to remember software houses promising to reduce software prices once the Amiga's unit sales increased past a certain point. Now there are more than 1,000,000 Amigas in the UK, we'd like to see a fall in full price games and like to see it now! Bet it doesn't happen, though.

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

inside information

What's hot and what's rot? Who's climbing the charts and which products have sunk into oblivion? Games, applications and peripherals, they're all given the CU treatment in Inside Information. . .

ON THE CHEAP

Squeezed by the recession? Bothered by your balance of payments? If you're short of a bob or two, buying new bits for your Amiga can still be affordable. The key to bargain hunting is knowing where to look...

HUNTING GROUNDS

1. Mail Order
If you're after the latest game, this is the only way to shop, as you can expect to save £5-£10 on every game you buy.

Browsing through the pages of CU Amiga is the easiest way to compare prices, and with a credit card all those goodies are just a phone call away. Or are they? Because of the lead-in times of magazine publishing, advertisers sometimes have to advertise goods which they may not have in stock when the magazine is on sale, so always ask if they have the goods before placing your order. And be sure to confirm all the details you can think of: Is it the latest version? Does it come with the necessary cable? When will it be despatched to you? Write all these details down, along with the date and time of your call, and keep the advert you used to place your order.

2. Computer Shows
Competition breeds price-cutting, and the best place to find dozens of different companies trying to sell exactly the same goods a few feet away from each other is a computer show. For the Amiga-owner, the obvious shows are the World of Commodore Show and The 16-Bit Computer Fair. But for real bargain-basement territory, try the All-Formats Computer Fair, which is currently touring the country. This is a trestle table affair, reminiscent of a jumble sale, where you'll need good bartering skills.

At a computer show, the timing of a purchase can be significant. In the morning, prices start at an optimistic high, before observant punters force dealers to undercut each other, and prices start to spiral downwards. As the show draws to a close, dealers are faced with the prospect of having to transport their unsold goods back home, so further price cuts can occur.

If you're buying from a show, make sure you take the details of the company you are buying from – if your hard drive goes floppy after a week, you may have difficulty tracking down Brigadoon Computers if you haven't got their address or telephone number.

3. The High Street
If you go to a lonely high street retailer who holds the monopoly of computer equipment within a ten mile radius, you can't expect to find the lowest prices. Also, if a store is part of a nationwide chain, the prices may be fixed by head office, so they're pretty much non-negotiable.

For the bargain hunter, the Big Daddy of all High Streets is London's Tottenham Court Road. Here you will find the highest concentration of computer retailers in the country.

Tottenham Court Road is dangerous territory, populated by professional salesmen. Yes, you can find bargains there, but if you're inexperienced you can also be ripped off: just the other day someone tried to charge me £40 for a £10 printer cable.

Remember these three things:
i) give yourself plenty of time;
ii) know what you want;
iii) know the most you can afford to pay.

You usually get what you pay for. If you need something demonstrated to you before purchasing, want good after-sales service or need telephone support, you'll have to pay for it by going to a more expensive dealer. On the other hand, if you know your mouse from your Mandelbrot, why pay for services you don't need?

VAT-ATTACK

Another important factor when considering prices is V.A.T. Most adverts in CU Amiga include VAT and delivery in the price, but beware if you're looking at the adverts in more business-orientated publications, where you'll usually find tiny print at the bottom of the page telling you that these price components are extra. Out comes the calculator to whack on the additional 17.5%, and you find that your bargain is no longer a bargain at all.

CREDIT WHERE DUE

Credit cards are the most convenient way of paying for expensive items, and if you're spending between £100 & £30,000, the credit card company becomes jointly liable with the merchant. When buying mail-order, always use a credit card, as this is by far the safest way to protect yourself in the event of a dispute.

However, credit card companies charge retailers a fee on every transaction, so some dealers will give you a discount for paying in cash – if they don't offer it, ask for one. But this is a double-edged sword: since a change in legislation last year, it is now legal for a dealer, upon discovering that you are intending to pay by credit card, to lever the price back up.

THOSE WERE THE DAYS

THREE YEARS AGO

• Gasp! What ever happened to the game based around those Nightmare on Elm Street shocker movies? According to Buzz, bright brummie bunch US Gold had eagerly snapped up the rights to Freddie and his infamous razorsharp fingers. Over in the states, Acclaim, the company that bought Mirrorsoft last month, did launch an Elm Street video game on the Nintendo Entertainment System.

• Readers of CU were 'treated' to the first glimpse of a truly top license. Who else but a French softcos could possibly have the front to bring out an adventure game based around the Emmanuelle soft porn film? This release was, erm, a big flop.

• Ex-editor Eugene Lacey brought back yummy news of *SimCity* from the Winter Consumer Electronics Show in Las Vegas. He also spotted a pair of 3D glasses for the Amiga. Inventor Haitex even offered our Eugene a go on the premier X-Specs arcade game, SpaceSpuds...

TWO YEARS AGO

• Rumours concerning the CDTV started to filter through, except in those heady days this machine was referred to as the Amiga Baby. However, CU Amiga managed to predict a price of £499!

• Intrepid editor Steve James interviewed an American theatre producer who was pushing the limits of live performance thanks to her Amiga. 'I think many artists are computer phobic,' said Judy Navas. In The Tempest, her dance adaption of TS Elliot's The Love Song of J Alfred Prufrock, Navas colourised nineteenth century etchings using *Digiview* and *Digipaint*. Imagine what she could have done with a copy of *DeluxePaint IV*...

• *Warhead*, one of the best space games ever devised, achieved the coveted score of 93% in Screen Scene. Tension gradually mounted to fever pitch as blood-thirsty alien 'insects' where attacked in a prototype starfighter. Reviewer Tony Dillon compared *Warhead* to *Thrust*, *Virus* and *Elite*. Most excellent credentials, right? Ace programmer Glyn Williams is currently working on *Air Duel* for Microprose.

ONE YEAR AGO

• Newcomer Core Design was mixing absurd animation antics in the style of Monty Python with the sort of classic caveman capers seen in The Flintstones. Yabadabadoo, the popular prehistoric platform romp *Chuck Rock* had arrived. Steve 'Rubble' Merrett was extremely impressed by the end results. *Son of Chuck* is now on the way.

• Meanwhile, Psygnosis tried to 'Out Japanese the Japanese' with *Leander*. The idea, put simply, was to find the middle ground between *Shadow of the Beast*, *Strider* and *Sonic the Hedgehog*. 'We're trying to produce an Amiga game that looks like it's on a Megadrive,' revealed the graphic artist. Did you enjoy this fusion of computer and console gaming? We've some handy passwords for fans of the arcade adventure. To see the second and third worlds in *Leander* try ZXSP and LVFT while LUCY puts real heart into the game! By the way, LTUS and ESPR switches invulnerability on and off.

• Roving reporter Rik Haynes asked the likes of Bullfrog (*Populous II*), Digital Image Design (*Robocop 3*) and Argonaut Software (*Birds of Prey*) for their respected opinions on cartridge-based Amiga games.

COMPETITION WINNERS

BONANZA BROS

An amazing first prize of a Sony Video Walkman goes to John Cross of Felixstow, Suffolk. His caption was; 'I said "I'll hold them off with the shooter, and you get the HAUL". You idiot!" Well done, John. As soon as the team can pull themselves away from the gadget it'll be on its way to you.

PHILIPS MONITOR COMPETITION

The astounding first prize was a brand new state-of-the-art Philips Colour Monitor and the winner was: Mr D. Bates, Chadderton, Oldham. Entrants had to give their own renditions of a famous masterpiece on any art package they cared to use. We had stacks of entries and all were fantastic. The winner can be seen on the cover disk and was chosen for its original use of the Renoir classic 'Dancing With Flowers'. We had everything from Dahli to Disney and rest assured we'll be using them in some sort of feature in the future. Runners up were Michel Day, whose version of Mona Lisa combined the enigmatic smile of the lady with a modern day city landscaped backdrop, Jonathan Harris from Walsall who captured the best of the Renaissance's style with Greco's 'Tears of St. Peter' and Dave Strawfor from Hucnell who entered 'Lillies In a Copper Vase', a parody on Van Gogh's hugely famous 'Sunflower' painting in which the pictures are virtualy identical apart from the flowers. The runners up each recieve a bundle of Microprose games. Congratulations all. Look out next month for more winners.

WHAT'S THE ODD GAME OUT OF THESE TITLES?

1) Total Recall
2) Terminator 2
3) Running Man

Answer (3)
All three games are based around popular Arnold Schwarzenegger action movies. The first two were published by Ocean but the last came via Grandslam.

WHICH POP GROUP USED THE AMIGA TO HELP CREATE A CHARTBUSTER?

1) Snap
2) Genesis
3) Right Said Fred

Answer (1)
See July 1991 issue of CU AMIGA for an article about Snap and Demonware.

WHAT'S AN AUTO-BOOT...

1) New device from Japan which automatically closes the back of an estate car using a remote control unit?
2) The ability of a hard drive to automatically take over the Amiga disk operating system without the need to put a floppy disk into the internal drive?
3) Gut reaction from the boss when you're late for work?

Answer (2)
See December 1991 issue of CU AMIGA for a test drive of hard drives.

TOP 100 AMIGA GAMES

★★★★★ supreme ★★★★ excellent ★★★ good ★★ fair ★ dodgy

1 Formula 1 Grand Prix (Microprose) ★★★★★ £34.99
2 WWF Wrestlemania (Ocean) ★★ £25.99
3 Birds Of Prey (Electronic Arts) ★★★★★ £34.99
4 First Division Manager (Code Masters) ★★★ £7.99
5 Robocop 3 (Ocean) ★★★ £25.99
6 Scooby Doo And Scrappy Doo (Hitec) ★★ £7.99
7 Robocod (Millenium) ★★★★★ £25.99
8 Populous 2 (Electronic Arts) ★★★★★ £29.99
9 Jimmy White's Whirlwind Snooker (Virgin) ★★★★★ £29.99
10 Rick Dangerous (Kixx) ★★★★ £7.99
11 New Zealand Story (Hit Squad) ★★★ £7.99
12 Robocop (Ocean) ★★★ £7.99
13 Heimdall (Core Design) ★★★★★£34.99
14 Lotus Turbo Challenge 2 (Gremlin) ★★★★★ £25.99
15 International Ninja Rabbits (Micro Value) ★ £7.99
16 Leander (Psygnosis) ★★★★ £25.99
17 Another World (US Gold) ★★★★★ £25.99
18 World Cricket (Zeppelin) ★★ £7.99
19 Ghouls and Ghosts (Kixx) ★★★★★ £7.99
20 Lombard RAC Rally (Hit Squad) ★ £7.99
21 Fantasy World Dizzy (Code Masters) ★★ £6.99
22 Bubble Bobble (Hit Squad) ★★★ £7.99
23 Wacky Races (Hitec) ★★ £7.99
24 Microprose Golf (Microprose) ★★★★ £34.99
25 Dizzy Collection (Code Masters) ★★★ £24.99
26 Football Crazy Challenge (Krisalis) ★★ £25.99
27 Manchester United Europe (Hit Squad) ★★★★ £25.99
28 Batman - The Movie (Hit Squad) ★★★ £7.99
29 First Samurai (Mirrorsoft) ★★★★★ £30.99
30 Alien Breed (Team 17) ★★★★ £24.99
31 Return To Europe (Anco) ★★★ £7.99
32 Altered Beast (Hit Squad) ★ £7.99
33 Double Dragon 2 (Tronix) ★★ £9.99
34 Chase HQ (Hit Squad) ★ £7.99
35 Ultimate Golf (GBH Gold) ★★★ £9.99
36 Head Over Heels (Hit Squad) ★★★★★ £7.99
37 The Godfather (US Gold) ★★ £30.99
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1 GVP HD8+ hard disk
2 Seikosha SP1900+printer
3 GVP DSS Sound Sampler
4 Citizen Swift 9 printer
5 DCTV Amiga 500 24-bit card
6 Roc Tec disk drive
7 Philips 8833 monitor
8 Roc Gen Genlock
9 GVP HD8+ 100 Mb hard disk
10 ICD Ad Speed

MAKE A DATE

Thinking of treating your Amiga to something really special like a hefty hard drive or sizzling spreadsheet? You could save yourself some money, meet new friends and make fun of ST owners at the nearest All Formats Computer Fair...

MARCH
8 (Scotland) City Hall, Candleriggs, Glasgow
14 (London) Horticultural Hall, Greycoat Street, Westminster
15 (West) Brunel Centre, Temple Meads, Bristol
21 (East Midlands) Donington Park, J23A, M1
22 (North) University Sports Centre, Caverley Street, Leeds

APRIL
12 (North East) Northumbria Centre, Washington, A194 (M)
26 (West Midlands) National Motorcycle Museum, J6, M42

MAY
16 (London) Horticultural Hall, Greycoat Street, Westminster
17 (West) Brunel Centre, Temple Meads, Bristol

JUNE
7 (Scotland) City Hall, Candleriggs, Glasgow
14 (North West) Haydock Park, J23, M6

All Fairs are open 10am until 4pm, admission is £4.

COVERDISK SERVICE

Don't forget to use our coverdisk hotline if you need any help.

Ring the PC Wise helpline between 10.30 and 12.30 during weekdays on (0443) 693233.

And in the unlikely event that your coverdisk won't load, send it to CU Disk returns, PC Wise, Merthyr Industrial Park, Pentreebach, Mid Glamorgan, CF48 4DR.

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in our next, scintillating issue of CU Amiga

Be sure to get next month's issue of CU Amiga for the very best in games and serious software...

SERIOUSLY BRILLIANT As usual we'll be there first with reviews of productivity software, hardware and peripherals - and, rest assured, all our product tests will be written and designed so that you, the reader, can get the most from them. Our step-by-step guides and annotated screenshots ensure that everyone, from the complete beginner to the expert, can enjoy our detailed, up-to-date evaluations. Next month's goodies will include reviews of a Japanese talking dictionary, CDTV karaoke, Raydance ray-tracer and ASDG's *Art Department Professional 2*. **THE VERY BEST IN GAMES** And there'll be more unparalleled game reviews, previews and tips. Keep your eyes peeled for exclusive reviews of the following five blockbusters: *Guy Spy*, *Myth*, the much-awaited sequels, *Monkey Island 2* and *Eye Of The Beholder 2*, plus Team 17's sizzling new 1Mb shoot 'em up, *Project X*. Also lined-up for take-off is *Air Support*, the innovative new combat sim from Psygnosis.

CU AMIGA – MISS IT AT YOUR PERIL. . .

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Zero: Now under normal circumstances cheap usually means poor quality but this is not the case with Rombo. Why? cos Vidi-Amiga is the best digitiser for under £500 and I've tried them all.

Amiga Format: Where quality is concerned, Vidi produces some of the best results I've seen on any digitiser at any price.

Amiga User International: The latest addition to the Rombokit is called Vidi-RGB and brings this already impressive package to the realms of totally amazing. CONCLUSION: Who will find Vidi-Amiga useful? The answer to this is almost anyone with a video recorder or camera and a passing interest in graphics.

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